# RESEARCH PLAYBOOK

# 1985 WALSH 49ERS OFFENSE

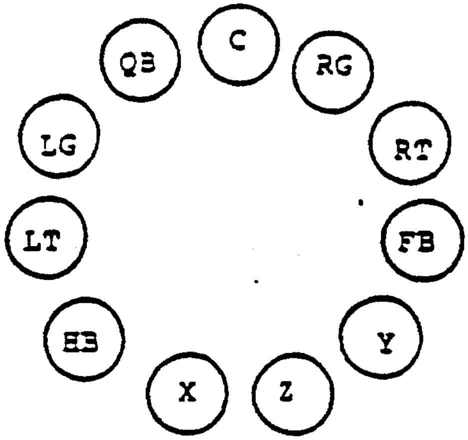
85

San Francisco

49ers

San Francisco 49ers
1985 Playbook

THE HUDDLE




Forming and Breaking the Huddle

1. Center always sets up huddle eight yards from ball. Set up quickly.

2. The huddle is circular. Keep it that way so all can hear. Quarterback and center are responsible for the shape of the huddle.

3. **Line up quickly with hands on knees in position to see and hear the Quarterback.**

4. Quarterback has complete control of huddle.

5. You will receive the following information in the huddle:

   A. Formation (Motion Possible)

   B. Play

   C. Blocking (Possible)

   D. Pass Pattern (Possible)

   E. Snap Number

6. When you do not hear what is said, call check.

7. "Ready - Break" is the signal to leave the huddle - clap hands - linemen turn to outside and go to L.O.S. quickly.

8. The huddle reflects the attitude of each man and the team - Keep Huddle Sharp.

9. Quarterback - Do not call "Ready Break" until the receivers have left the huddle.

# (CADENCE/SNAP COUNT)

Explanation

1. Team will take their position at the L.O.S.

   OL - Up (Elbows on knees)

   TE - Three (3) Point Stance except when split wide.

   RB - Three Point Stance except Gun Formations.

   WR - Two Point Stance except Tight/Close Formations.

2. Quarterback will call "Set". The OL will assume a Three Point Stance.

3. Quarterback will - Pause - then the check off calls will be made. A live or dead color will be called. The Play will be changed according to the color and number utilized.

4. Quarterback will - Pause - then the count will begin. The term "Hut" will be called to signify each count. (Example: on Two - Hut Hut). These Huts are not rhythmical.

   Examples

   1. On Two

      Set - White 65 - White 65 - Hut - Hut

   2. On One

      Set - Red 90 - Red 90 - Hut

   3. On Four

      Set - Red 78 - Red 78 - Hut-Hut-Hut-Hut

Alternatives

The following are methods of putting the ball in play.

1. On Set - Ball snapped with OL in Up Position.
2. On Go - Ball snapped with OL in Down Position.
3. On 2nd Color - Ball Snapped on 2nd Color with OL in Down position.
4. On 1 - 2 - 3 - 4
5. Hand Count
   In the Huddle, the Quarterback may call the play on hard 3 or 4. Quarterback voice emphasis on Hut prior to snap count.
   Examples
   Hard 3: Set - Green 80 - Green 80 - Hut-Hut-Hut
   Hard 4: Set - Green 80 - Green 80 - Hut-Hut-Hut-Hut
6. Audibles - A live color tells the team the snap count is on Two(2).
7. Two Minute - The Snap Count is on "GO".

## QUARTERBACK CALLING PLAYS AT LINE OF SCRIMMAGE

### "CHECK WITH ME"

1. Will be called in the huddle -- from the bench.

2. All "check with me" plays will be called with a starting count of two(2).

3. A formation will be called - then "check with me" designated. A minimum of formation changing will be done after play is called at line of scrimmage.

4. Often a run or pass "check with me" will be utilized. Example: Red right - Run check with me - on two.

5. The quarterback will have a minimum number of runs from which to select (2-3-4). They usually will be called according to defensive front.

6. If a pass is designated, it will be one of small number set up according to the game plan. The specific pass called at the line will be predicated by the coverage look or possibly the defensive front.

7. Examples of "check with me" calls from the bench would be:

   1. Red right - pass - check with me.
   2. Red left tight - run check with me.
   3. Brown left - pass - check with me.
   4. Brown right tight - run check with me.

8. Do not use a live audible color unless you intend to change the play.

9. Quarterback must allow at least two full counts between play call at line of scrimmage and the beginning of his count. Example:

   Set
   White 11
   White 11
   Pause 2 Counts

   Hut
   Hut -- ball centered

0. The use of the "check with me" system will be dependent upon the specific opponent. Versus some teams "check with me" will not be part of the game plan. Versus others it will be used very extensively.

# QUARTERBACK CALLING PLAYS AT LINE OF SCRIMMAGE

## AUDIBLES (check offs)

1. All audibles will automatically start with a snap count of two (2).

2. Play called at the line of scrimmage changing call made in huddle. The approach to the use of audibles is as follows:

   A. Running game: Avoid running a play into a defense difficult to block. This may change from week to week according to game plan. We will play percentages with our running game--audibling out of plays without a good chance of success. If a specific run appears to have great chance of success vs. a specific front - an audible call will be utilized. This type call may be limited because of formation.

   B. Passing game: Audible at line of scrimmage to attack blitzing defenses. Also, to eliminate action passes into overshifted defenses. Specific blitz audibles will be part of each game plan. Definite audible rules will be established when employing play passes or action passes (rolls) vs. overshifted fronts.

   C. Forward pass audibles will also be utilized vs. defenses featuring defensive substitution (unexpected Nickel etc.).

3. Audibles will be initiated by the quarterback at the line of scrimmage thru the use of a live color followed by the number of the new play. There will be as little changing of the live color from week to week as possible.

4. Basic audibles, run and pass, will be standard throughout the entire season.

5. The quarterback will not approach the line of scrimmage searching for a weakness. Audibles will be utilized to eliminate possible problems. The pass vs. the blitz, the run vs. specific fronts, and attacking substitution defenses are the primary function for employing audibles for attack.

6. Quarterback must allow time for team to adjust to new call before putting ball in play

7. When the count is on Set/Go/2nd Color, the quarterback can still audible.

   A. The Center does not feel the QB's hands - be alert

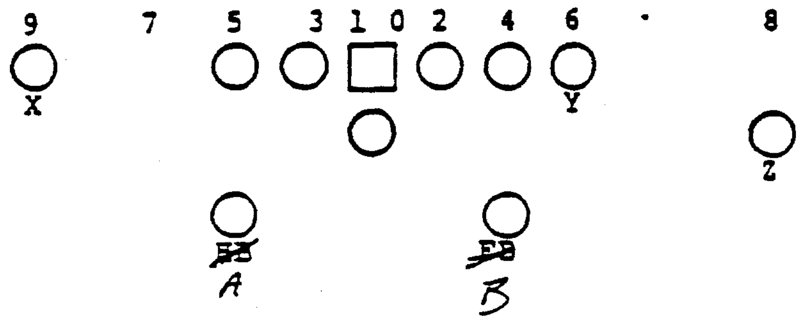
   B. The QB approaches the Center - Does not put his hands under - calls check. (QB Repeat)

   C. Check alerts the team that a live color/number are to be called. (OL will set on check)

   D. Quarterback will omit the "Set" in this situation and start the audible with the live color.

## Basic Alignments/Hole Numbers

Formation direction (Right/Left) designates the side to which Y (Tight End) is positioned. Even numbers are to the right/odd numbers are to the left.




## Red Right

X - End - Positioned to the side opposite Y on the L.O.S.
Y - Tight End - Positioned to the call side next to the O.T.
Z - Flanker - Positioned to the side of Y off the L.O.S.
FB - - Located to the side of Y.
HB - - Located to the side away from Y.

## Basic Formations

1. Red — split
2. Brown — Weak
3. Green
4. Blue — strong
5. Slot

## Single Back Fomations

1. Ace - Trips
2. ~~Deuce~~
3. Trey
4. Flex
5. Flank
6. Twins

## Shot Gun Formations

1. Shot Gun
2. Gun Trey
3. Gun Deuce
4. Gun Flex

## Alignment

Running Backs-Split inside Leg of Tackle, Heels are 5 yards.

Line Splits-Center-Guard Split is 2 Feet. Guard-Tackle Split is 3 Feet. Tackle-Tight End Split is 3 Feet.

## Formation Variations

1. Pair (Both TE same side)
2. Slot (Both WR same side away from Y)
3. Change (HB-FB exchange positions)
4. Spread (Slot open 3 WRs "Y" is Slot).
5. Gun (QB deep with formation call)
6. Nasty (Z 6 yd. split with Y off)
7. Near (X 6 yd. split with HB off)
8. Far (HB aligns outside X off the L.O.S.)
9. Half (HB aligned halfway between X and the offensive tackle)
10. Tare - X = 6 yd. split from offensive tackle.

## Individual Variations

1. X (X & Z exchange)
2. Flop (X & Y exchange)
3. Trade (Y & Z exchange)
4. Switch (All 3 receivers exchange positions)
5. Open (Y extend split)
6. Tight (X tighten)
7. Close (Z tighten)
8. Stack (X-Y-Z align behind the QB)
9. Off (Y off the L.O.S.)
10. On (HB or H Back on the L.O.S.)

## Motion

1. ~~A-B-C (Backfield motion from relative position LT to RT)~~
2. Opposite (Motion man aligns opposite the call - Motion to the call)
3. Peel (Motion man goes in motion away from the formation)
4. Short (Motion man turns upfield outside of the inside receiver)
5. Thru (Motion man turns upfield inside of the inside receiver)
6. Motion (Motion man aligns in formation called - motions across backfield)
7. Quick (Motion man 2-3 steps in direction of assignment)
8. Return (Motion man goes to QB then returns to original spot)
9. Stem (Y align opposite the call then shift to the call)
10. Shift (Designated Back/Receiver shifts - sets prior to the snap)
11. Jump (Backs/Receivers shift in unison - set prior to the snap)
12. Zoom(Z)/Whiz(X)/Fly(Y) - Receiver aligns in Backfield and motions to the call.

## Adjacent Rule

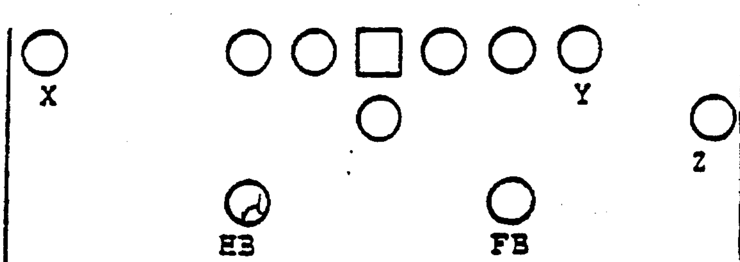
1. Backs/Receivers will never line up on the L.O.S. next to each other.
2. A Back/Receiver, who is normally lined up off the L.O.S. must shift up on to the L.O.S. when an adjacent receiver is called into motion. Be alert for opposite motion.

## Personnel Calls

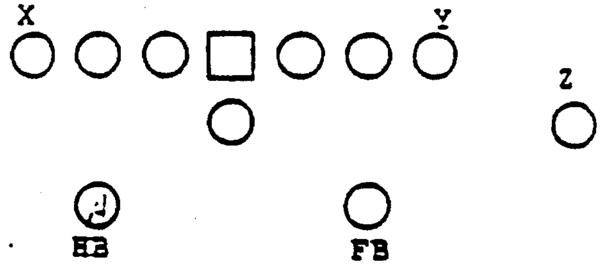
1. Regular - Normal people
2. T (2 TEs - X out)
3. Y (3 TEs - X-Z out)
4. E (3 WRs - Y out)
5. Rover (2 TEs - HB out)
6. Zebra (3 WRs - HB out)
7. Bear (3 RBs - Y out)

2

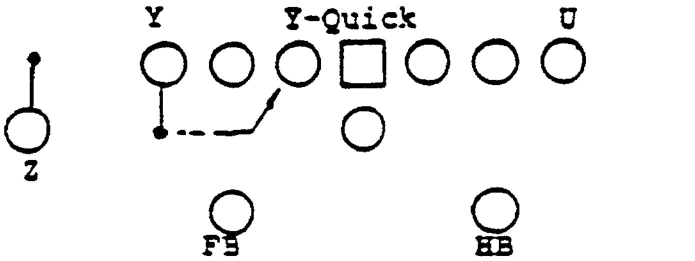
### RED RT




### RED RT TIGHT

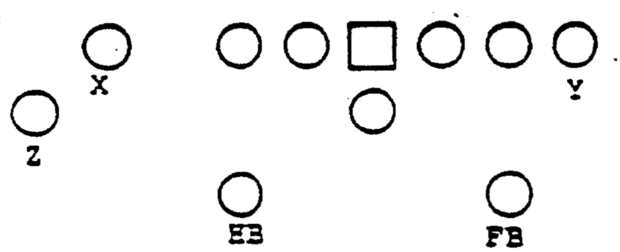



### RED LT (U)

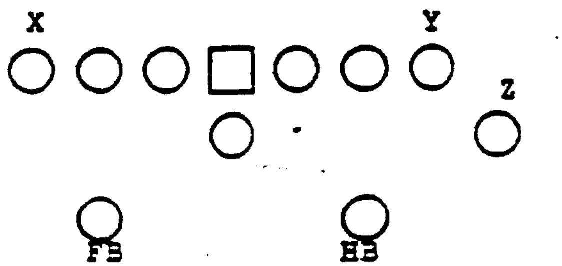



(Y Quick to Play Assignment)

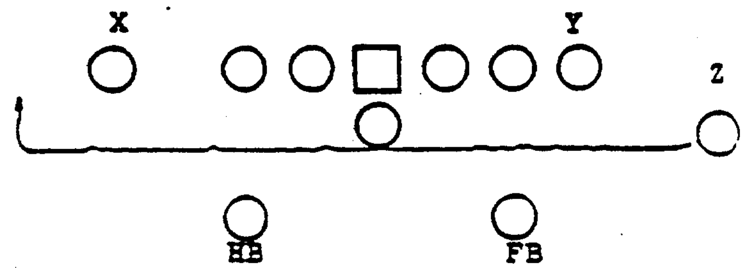
### RED RT SLOT



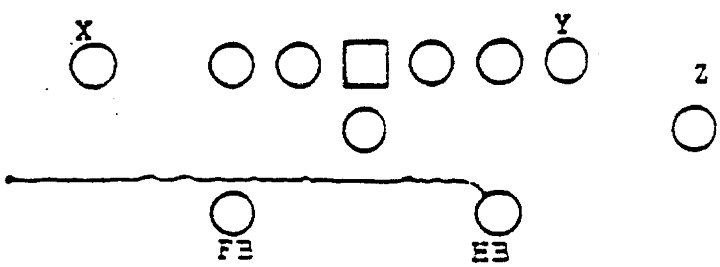

### CHANGE RT TIGHT CLOSE



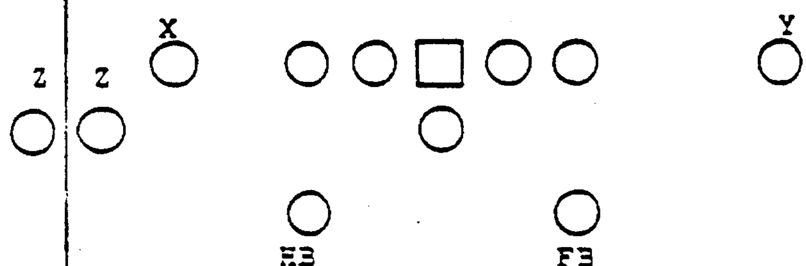

### RED RT SLOT Z OPPOSITE



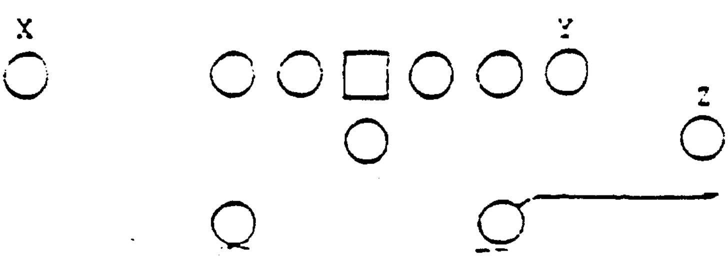

### CHANGE RT C-LT STOP



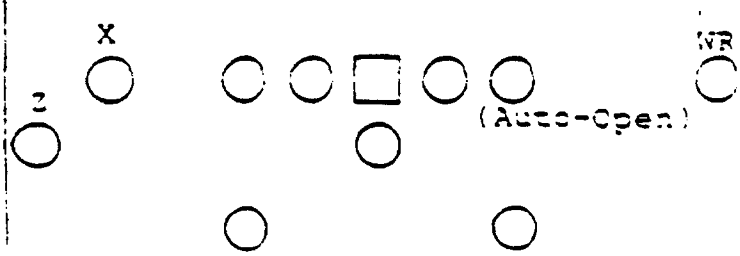

### RED RT SLOT OPEN

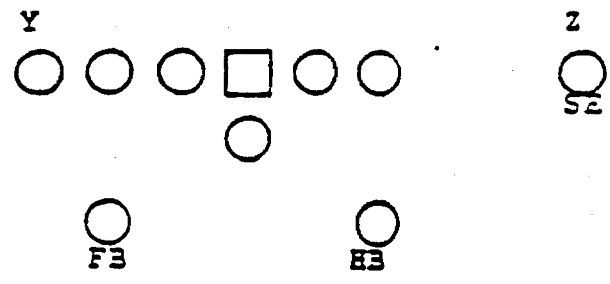



### RED RT C-RT



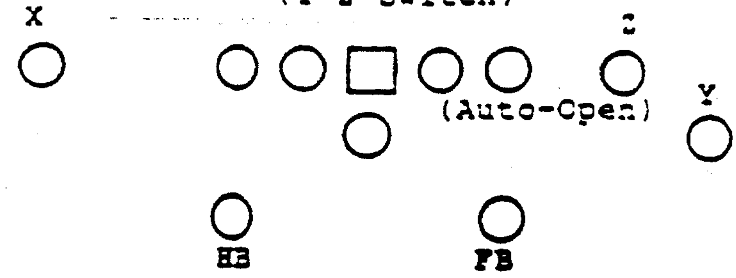

### RED RT SLOT (E)



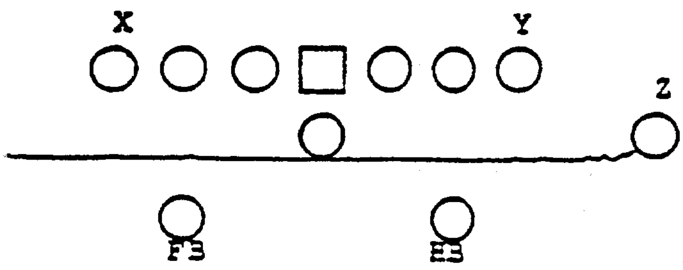



RED RT TRADE

(Y-Z Switch)

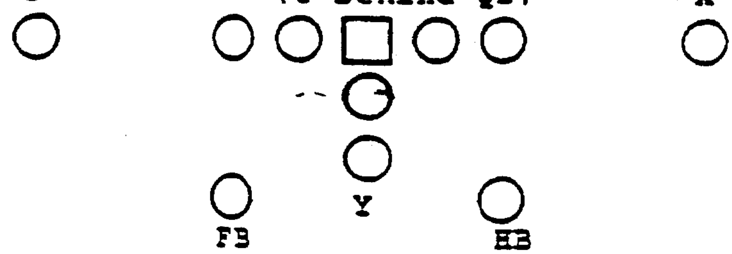



**RED LT FLOP - Z OPPOSITE**
(X-Y Auto Tight)

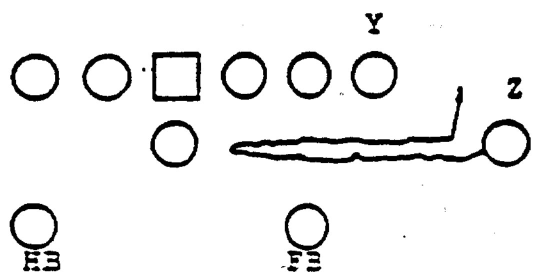



**RED LT Y STACK**

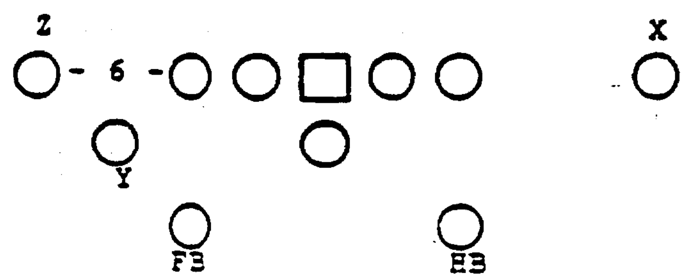
(Y Behind QB)



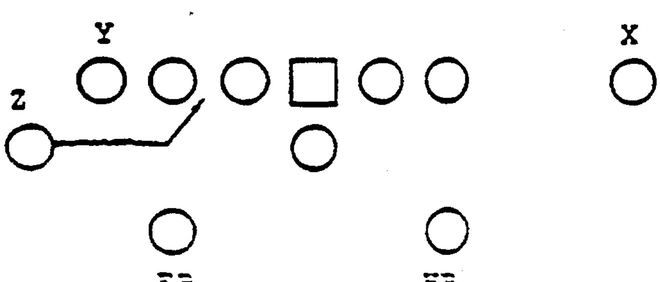

RED RT Z RETURN
(Rec. FAce Defense)




**RED LT NASTY**

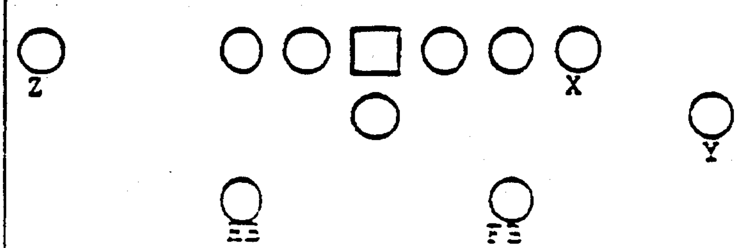



RED LT PAIR Z - QUICK (U)

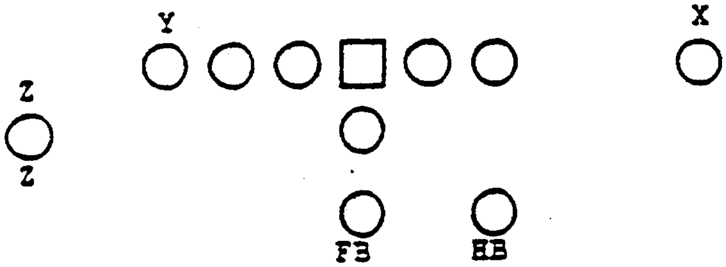



(Z Quick to Play Assignment)

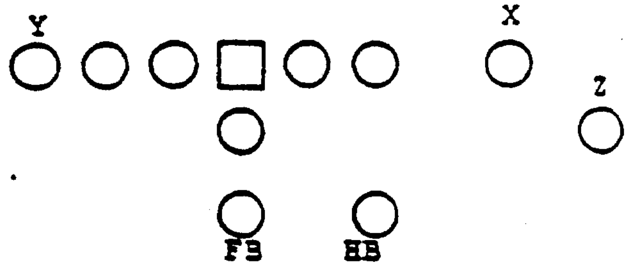
RED RT SWITCH



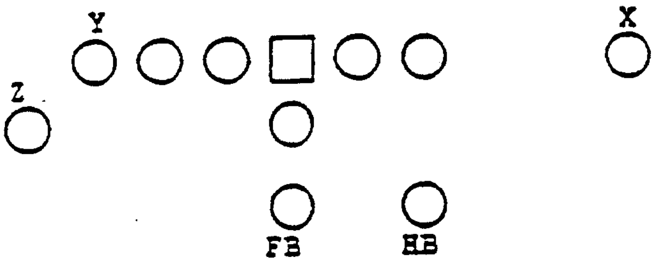
BROWN LT



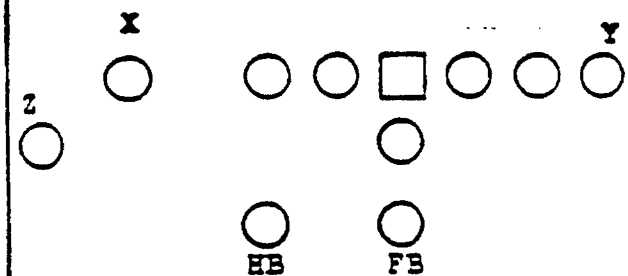

BROWN LT SLOT



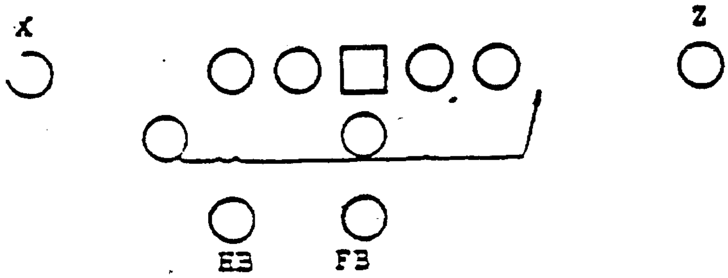

BROWN LT CLOSE



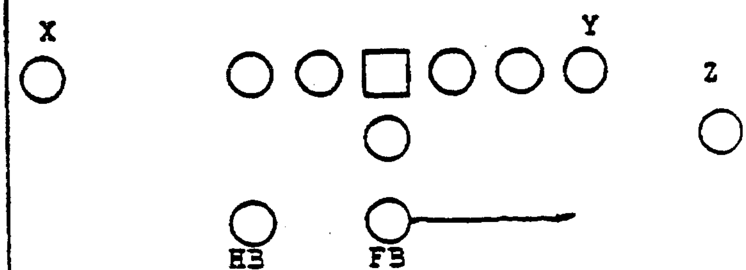

BROWN RT SLOT



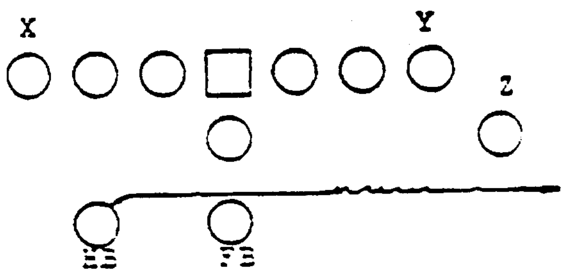

BROWN RT Y OPPOSITE



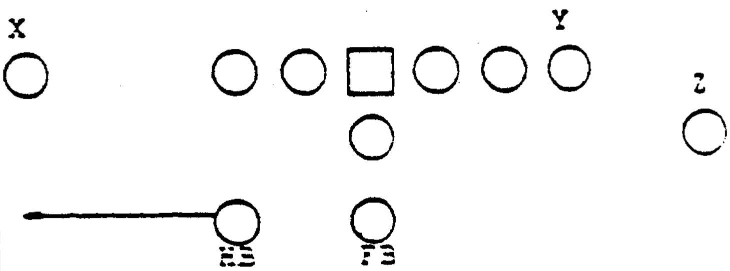

BROWN RT B-RT



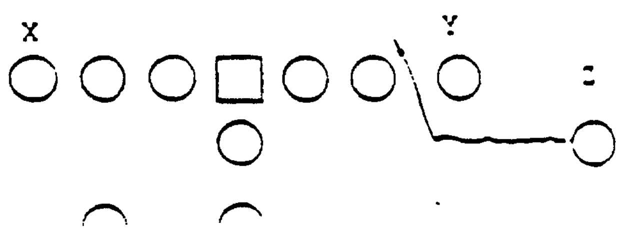

BROWN RT TIGHT CLOSE
"A" RIGHT



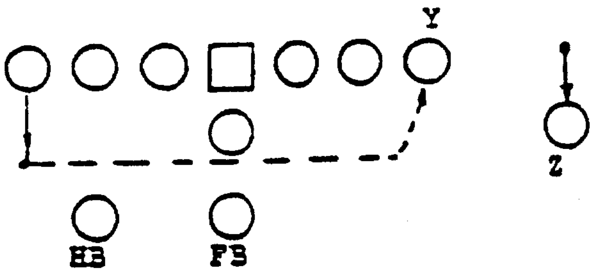

BROWN RT A-LT



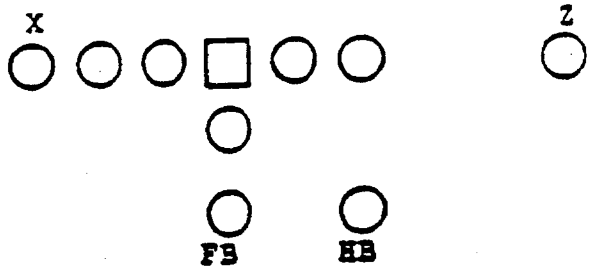

BROWN RT TIGHT Z THRU



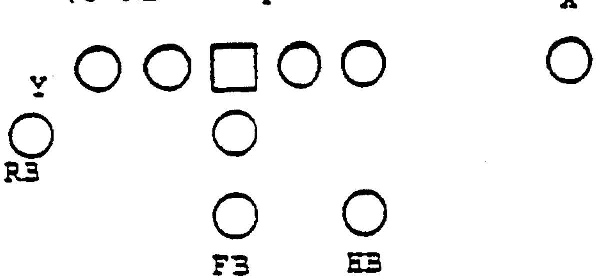
BROWN RT — STEM



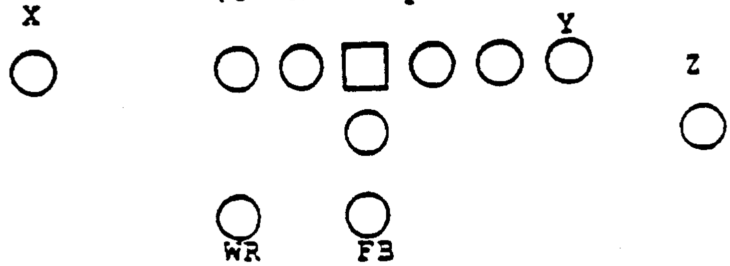

BROWN LT SWITCH



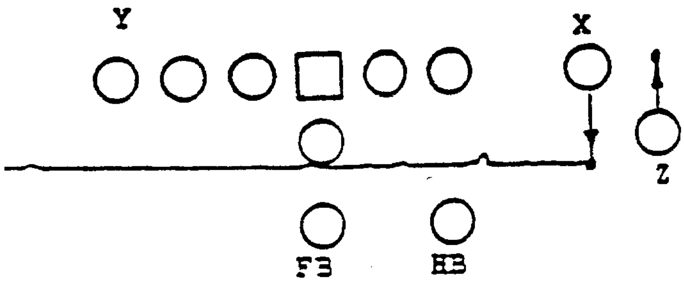

BROWN LT - (BEAR)
(3 RB - Replace Y)




BROWN RT-(ZEBRA)
(3 WR - Replace HB)

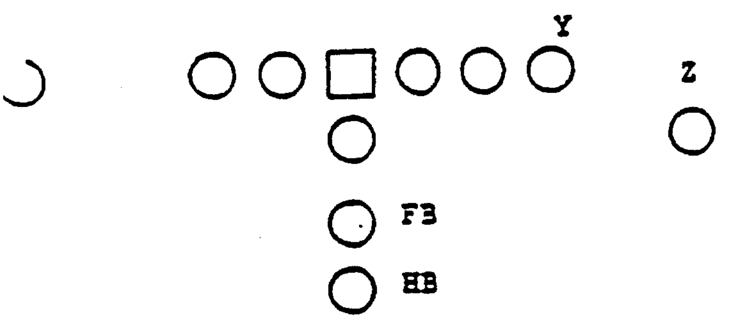



BROWN LT X, X OPPOSITE

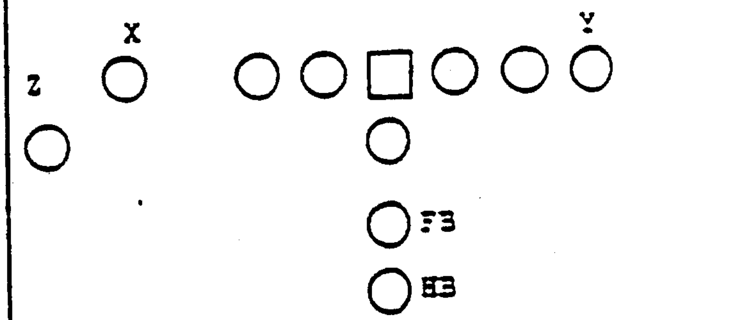


# FORMATIONS

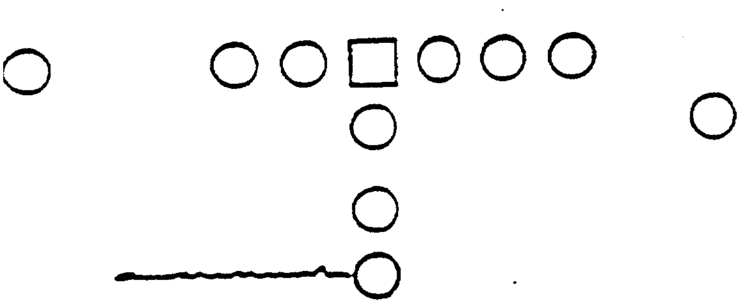
## GREEN RT



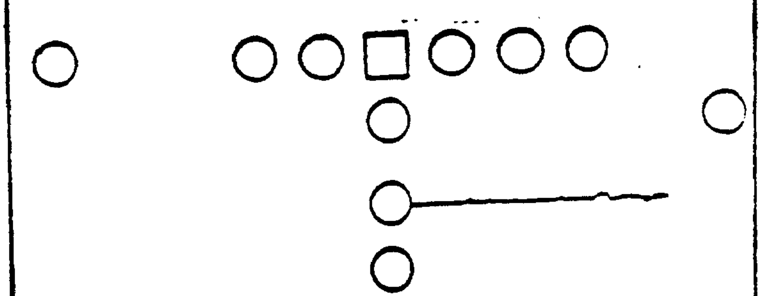

## GREEN RT SLOT



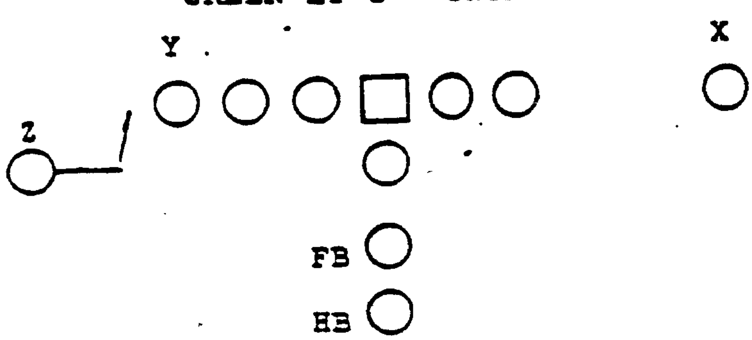

## GREEN RT "A" LT



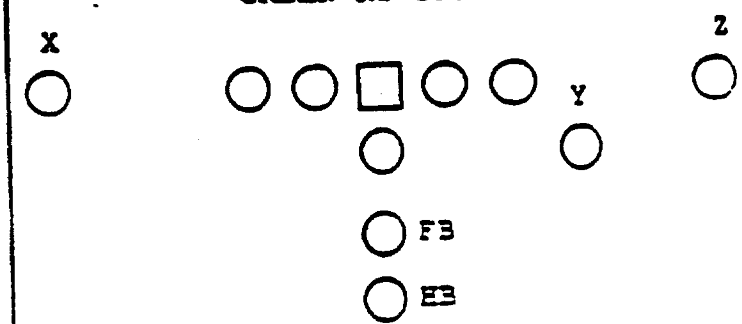
## GREEN RT "B" RT



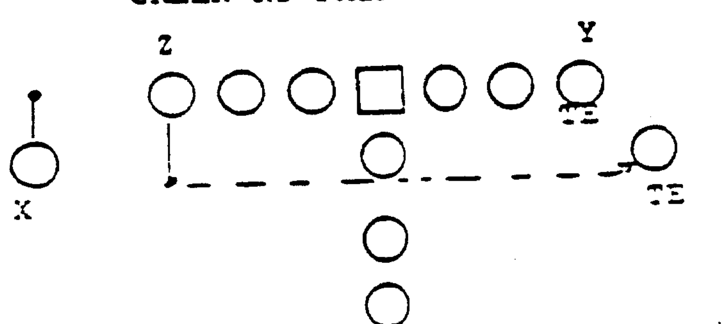
## GREEN LT Z - SHORT




## GREEN RT OFF

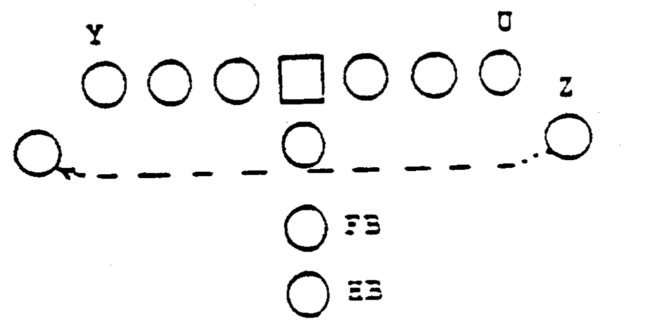



## GREEN RT PAIR "Z" SHIFT

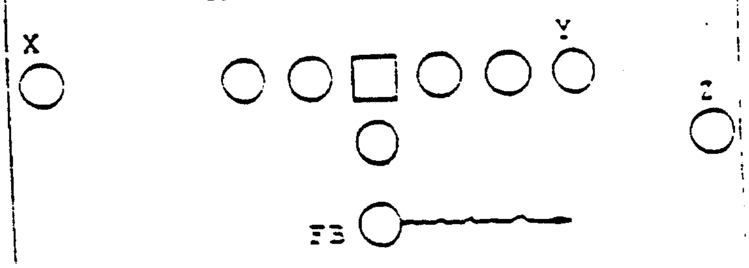



(Z-Shift when count permits)

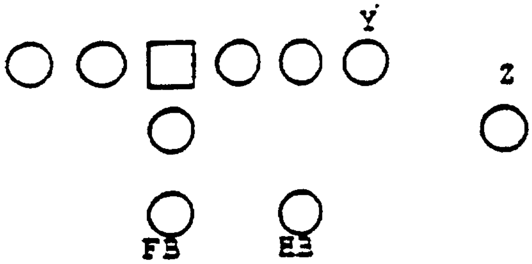
## GREEN LT Z-SHIFT (Y)



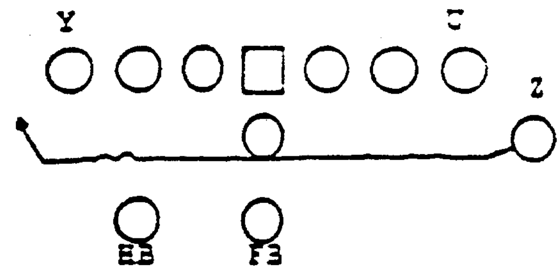

## GREEN RT "B" RT



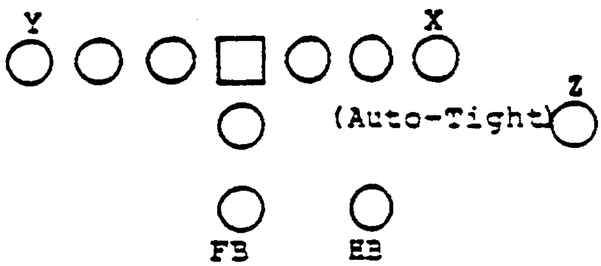
BLUE RT



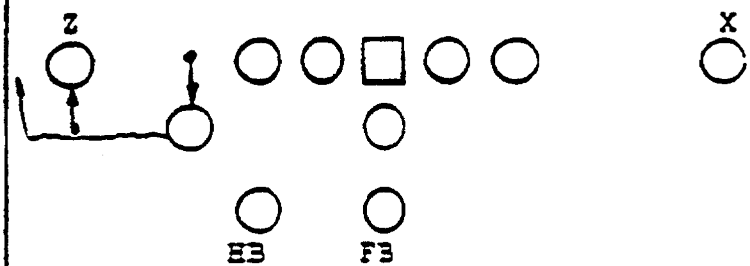

BLUE LT (Y) Z OPPOSITE




BLUE RT FLOP

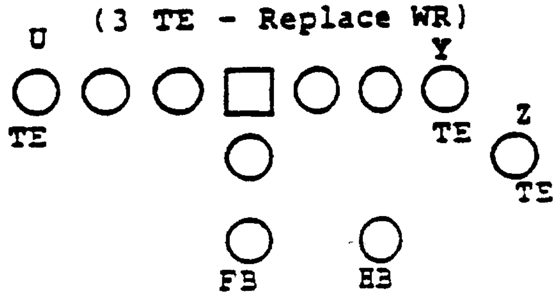



BLUE LT Y PEEL



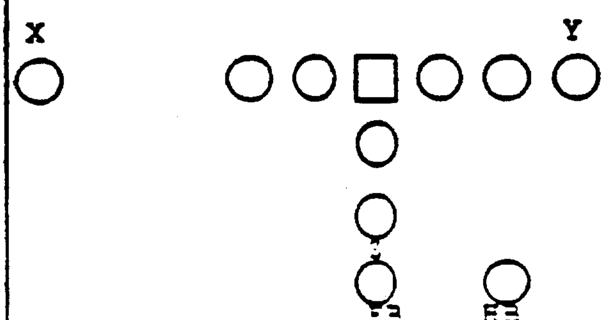

BLUE RT (Y)

(3 TE - Replace WR)

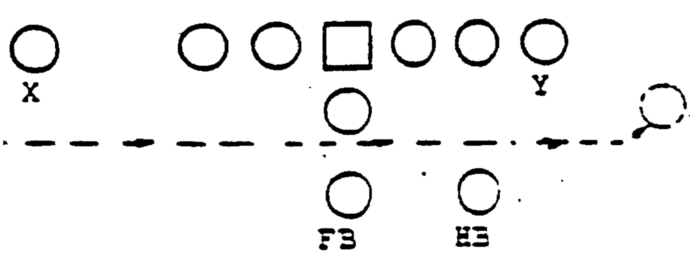



(Auto - Tight Close)

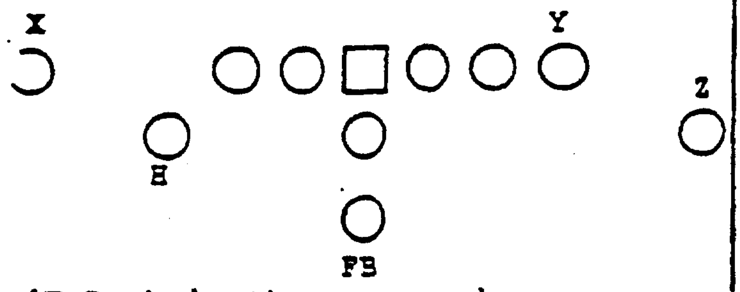
BLUE RT Z STACK




BLUE RT Z SHIFT

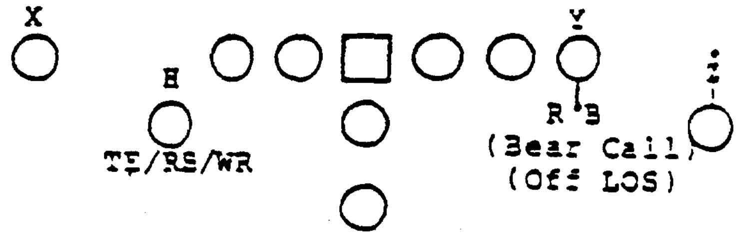


### DEUCE RT (REGULAR)

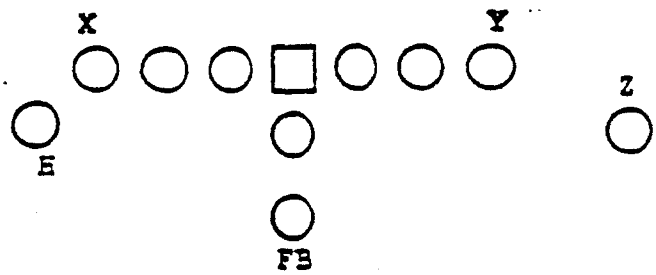



(H-Back is the move man)

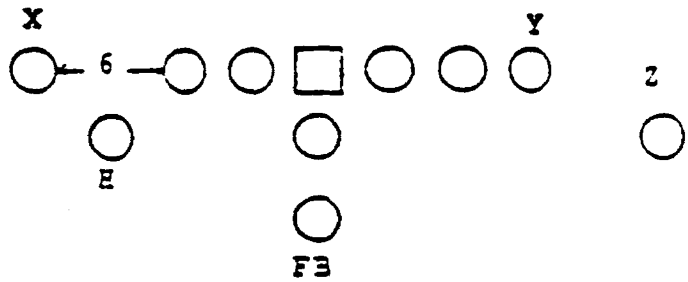
### DEUCE RT (Rover-Bear-Zebra)



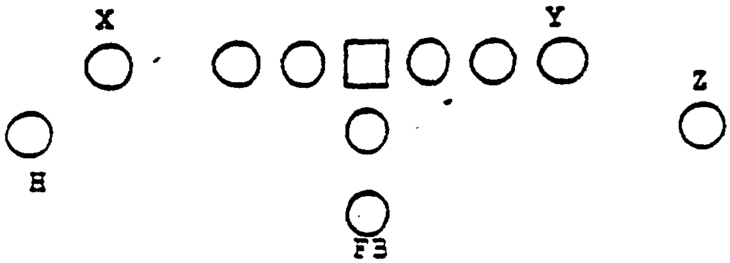

### DEUCE RT TIGHT




### DEUCE RT NEAR

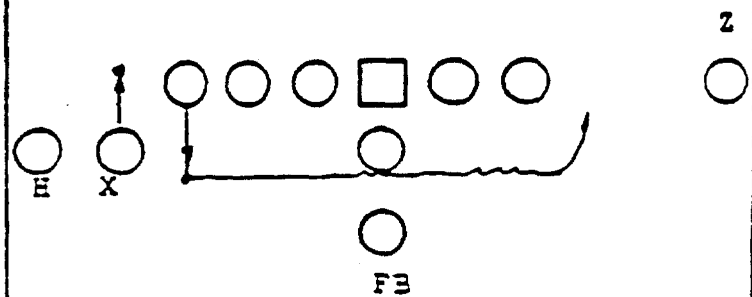



### DEUCE RT FAR

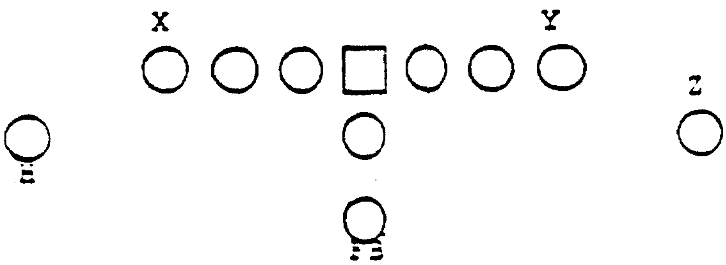



(Possible HB Shift)

### DEUCE RT FAR Y OPPOSITE

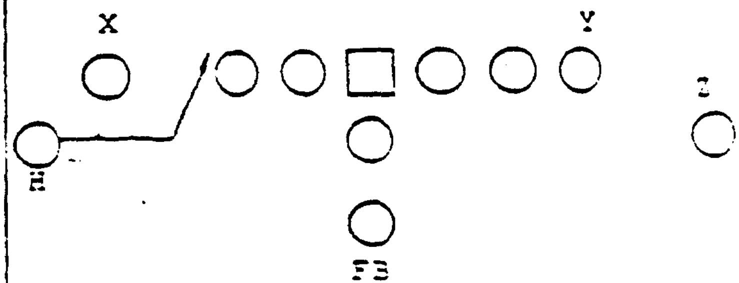



### DEUCE RT TIGHT FAR

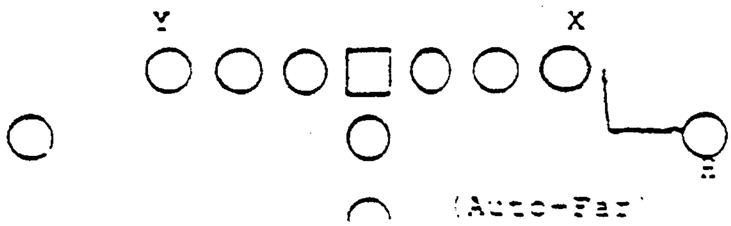



(Possible X Shift)

### DEUCE RT FAR H THRU

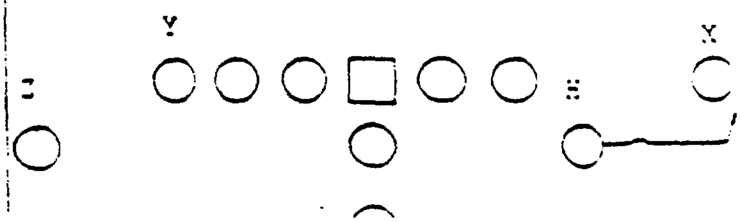


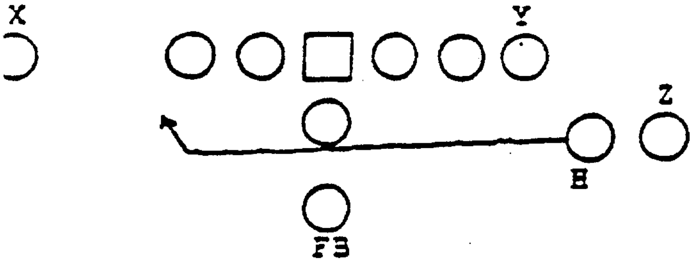

### DEUCE LT TIGHT H SHORT

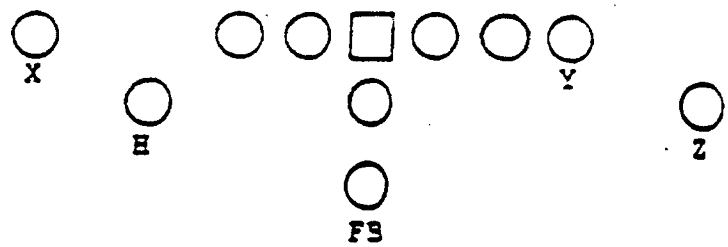



(Auto-Far)

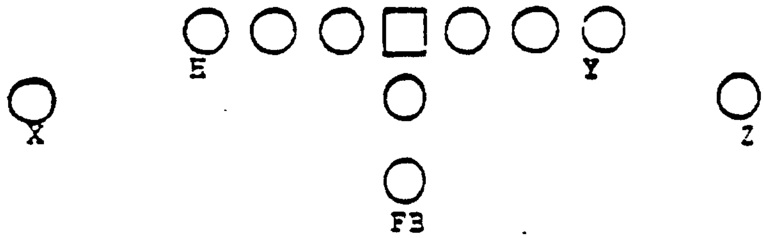
### DEUCE LT HB PEEL





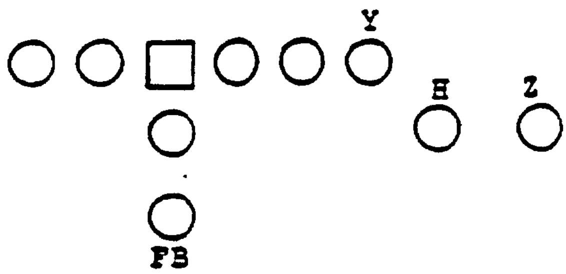




DEUCE RT ON

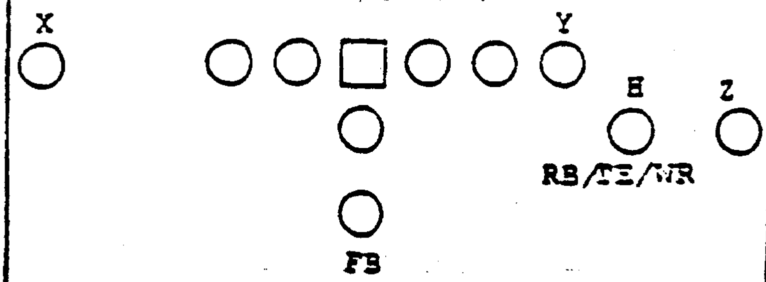


# FORMATIONS

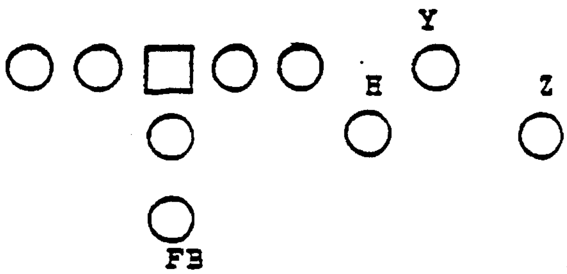
TREY RT (REGULAR)



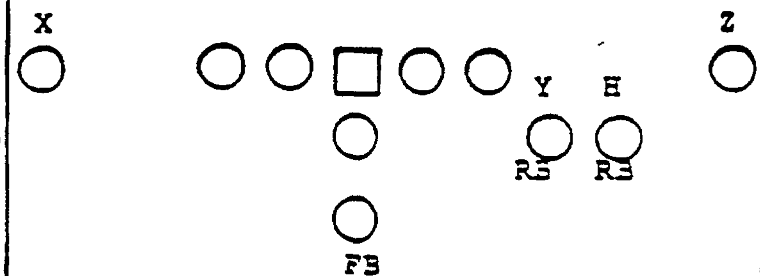

TREY RT
Rover/Zebra)



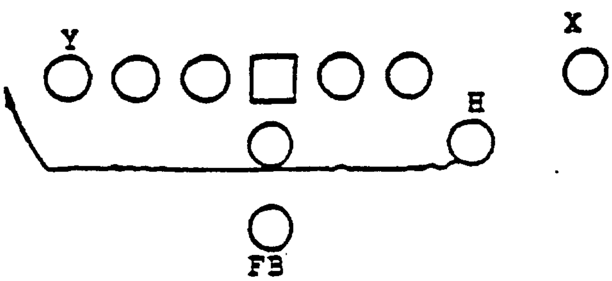

TREY RT OPEN



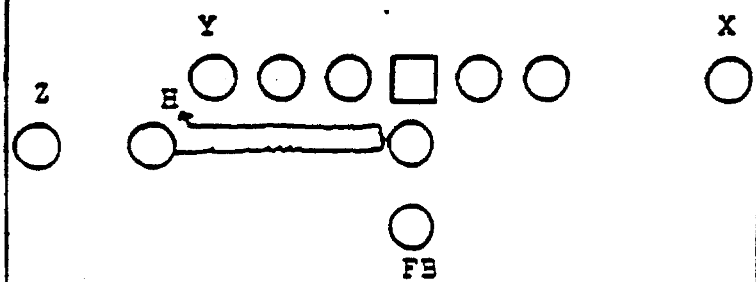

TREY RT (BEAR)



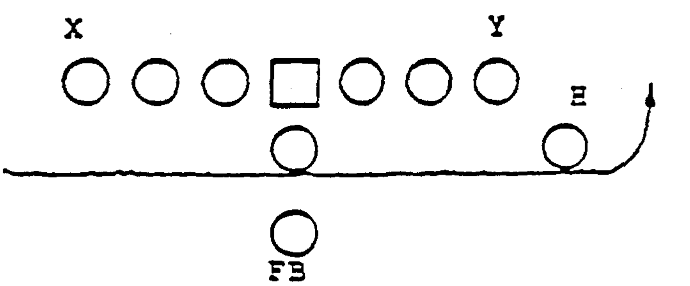

TREY LT H OPPOSITE



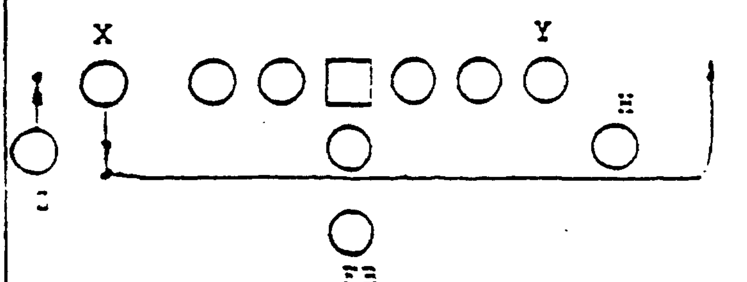

TREY LT H RETURN



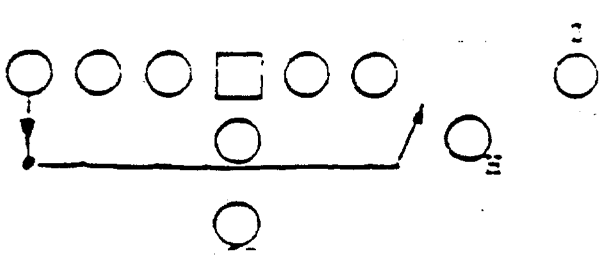

TREY RT TIGHT Z OPPOSITE



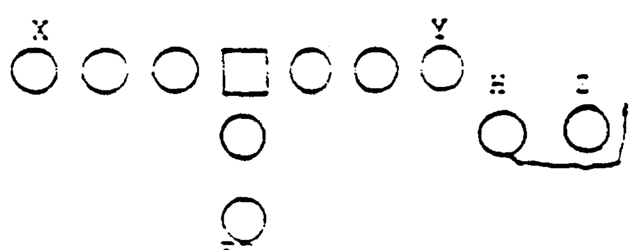

TREY RT X-X OPPOSITE



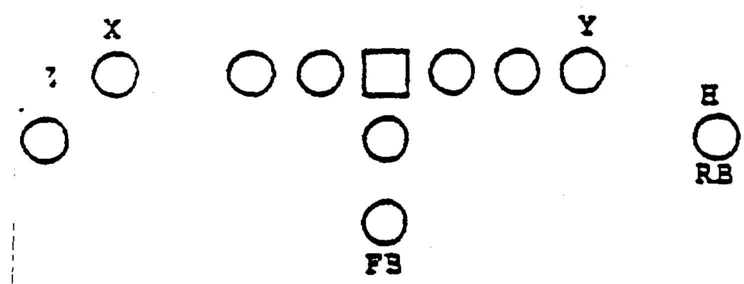

TREY RT Y OPPOSITE



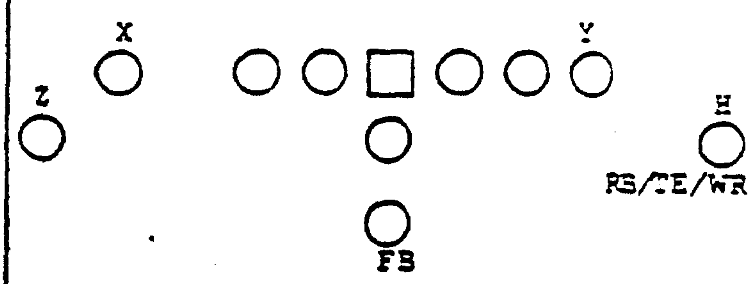
TREY RT TIGHT HB PEEL



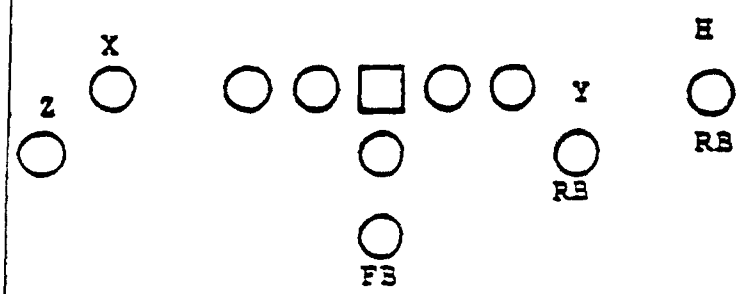
FLEX RT (REGULAR)



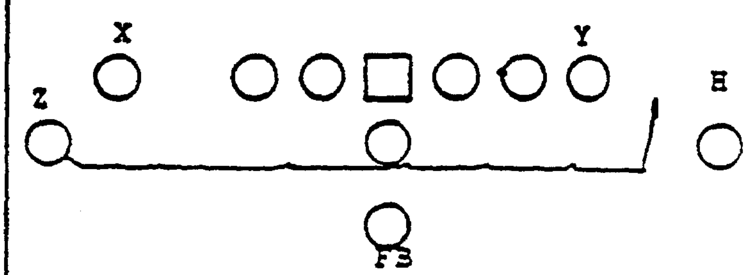

FLEX RT (ROVER/ZEBRA)



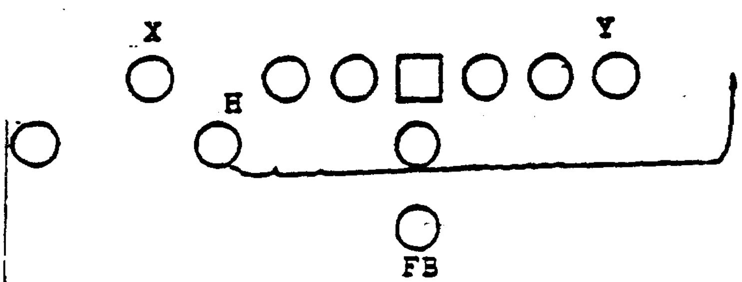

FLEX RT (BEAR)



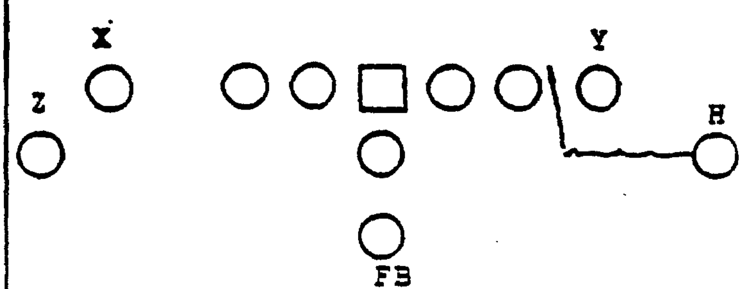

FLEX RT Z-motion



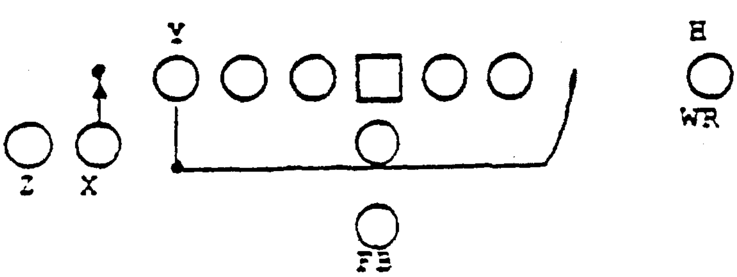

FLEX RT H OPPOSITE



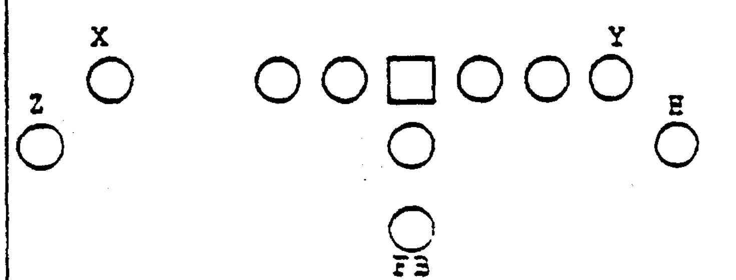

FLEX RT H THRU



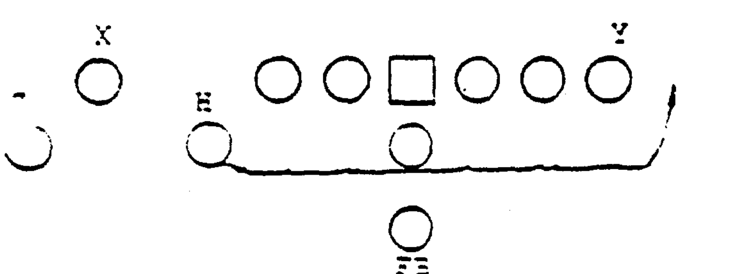

FLEX RT Y OPPOSITE



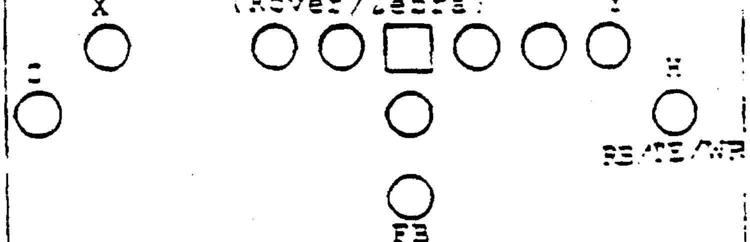

FLANK RT (REGULAR)



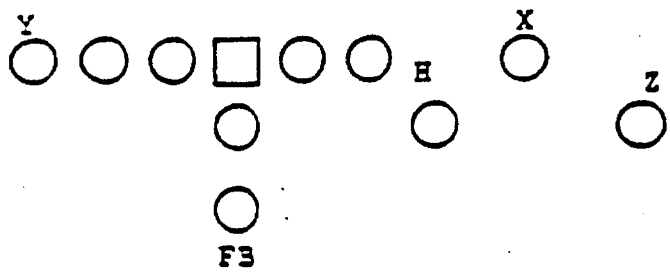

FLANK RT H OPPOSITE



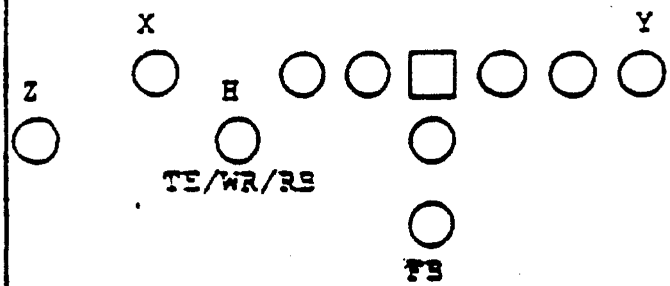

FLANK RT (Rover/Zebra)



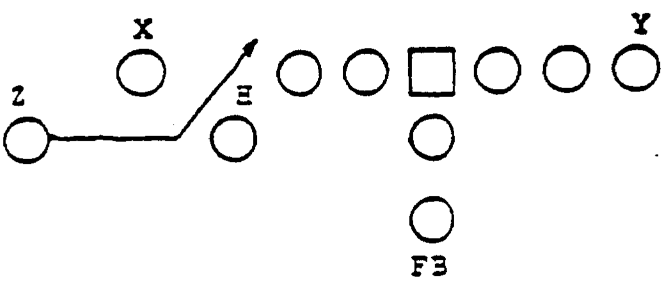
ACE LT (REGULAR)



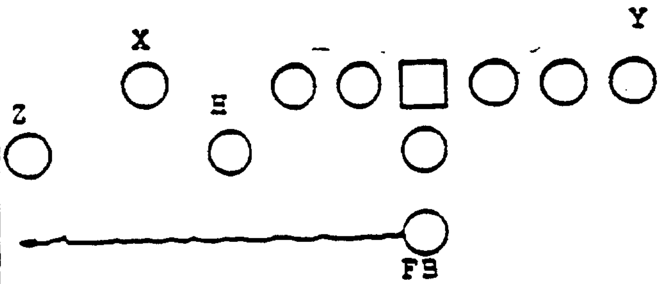

ACE RT ROVER, BEAR, ZEBRA



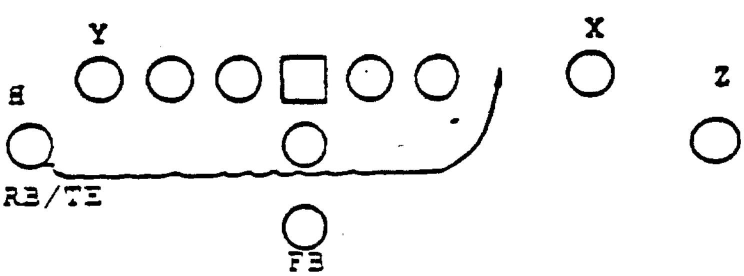

ACE RT Z THRU



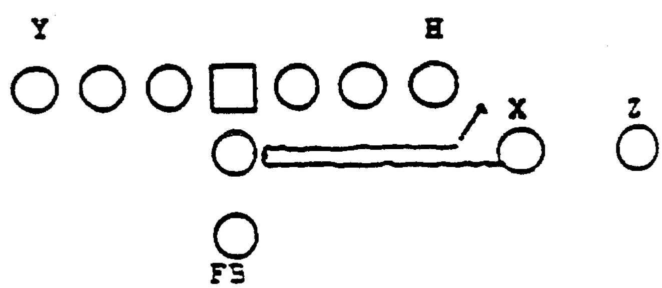

ACE RT B-LT



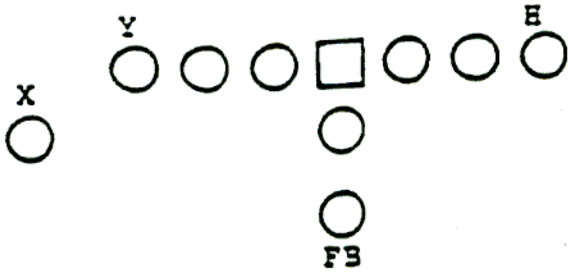

ACE LT H OPPOSITE



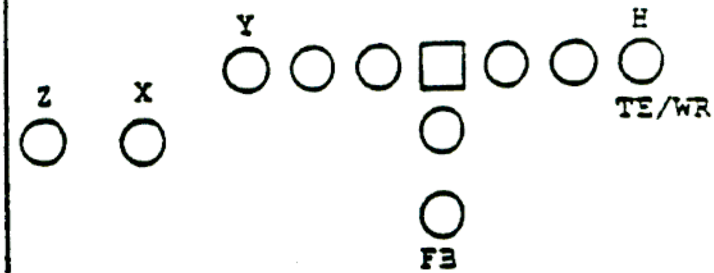

ACE LT <u>ON</u> X RETURN



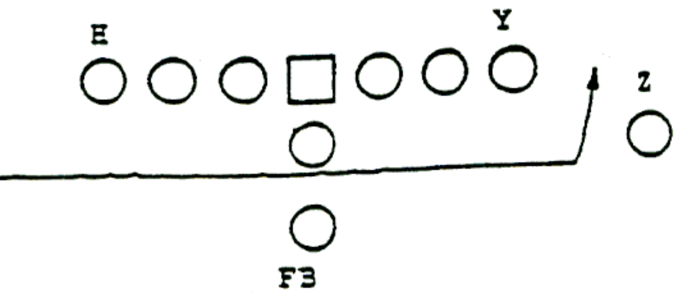
TWINS LT (REGULAR)



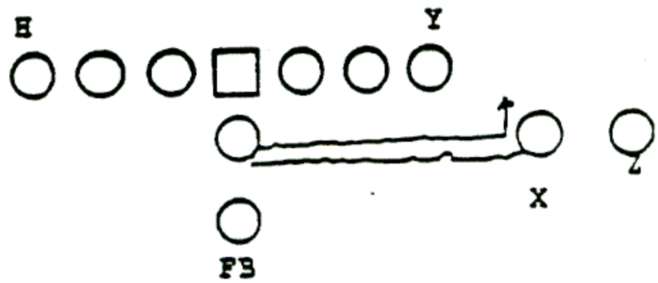

TWINS LT
(ROVER /BEAR/ZEBRA)



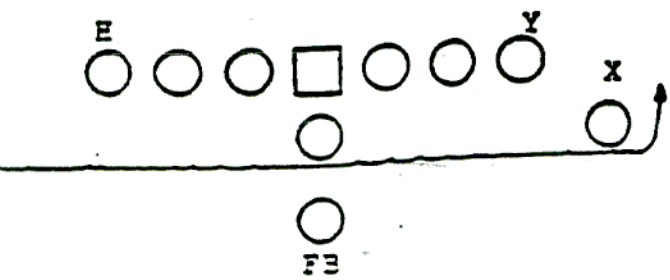

TWINS RT X OPPOSITE



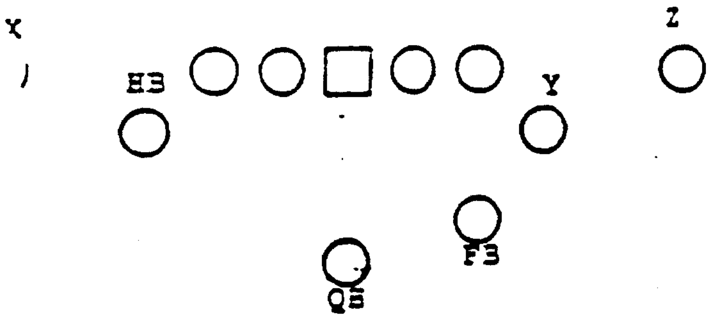

TWINS RT X RETURN



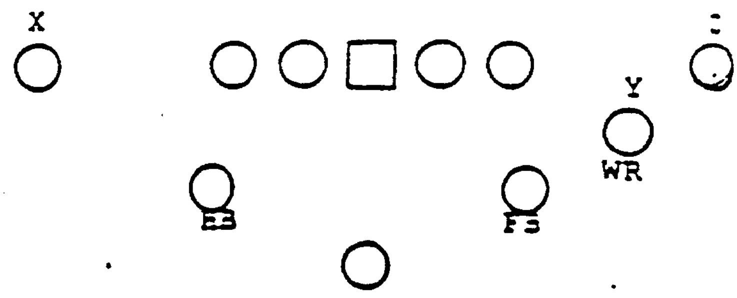

TWINS RT Z OPPOSITE



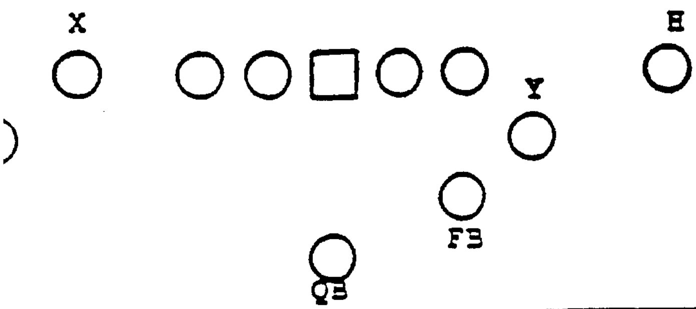
GUN DEUCE RT



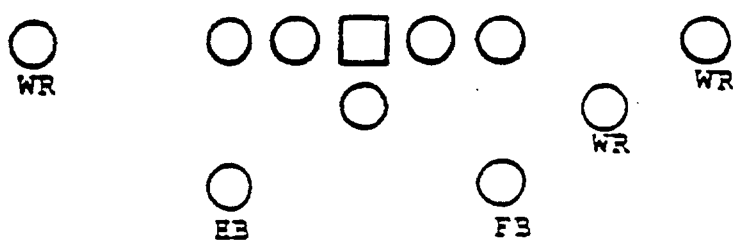

SHOT GUN RT
(3 WR - QB Deep)



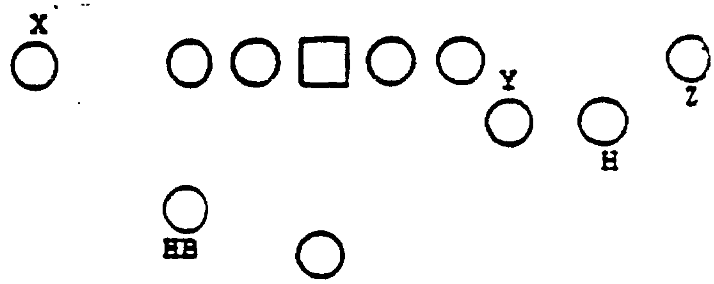

GUN FLEX RT




SPREAD RT




GUN TREY RT



# THE SHIFT

PROCEDURE

When a Quick Count is called line up in the formation called; otherwise, shift to and from all formations. Backs and Receivers move to a new position. The Defense must honor each formation lock. Therefore, the Offensive Team must get set and the QB must attend to the use of the Cadence.

PRE SHIFT STANCE

1. Offensive Line follow Cadence Rules.
2. Wide Receivers 2 point unless; Tight or Close - 3 Point.
3. Tight End 3 point unless split wide.
4. Stack call for X-Y-Z is a 3 point.
5. Backs 3 point unless in GUN/HB in I

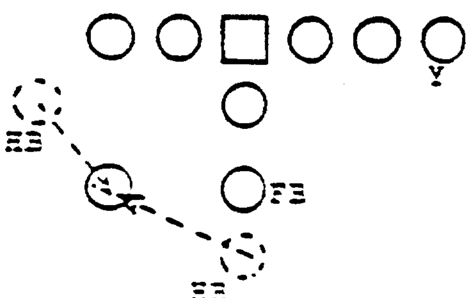
THE SHIFT COUNT

1. A 3 Count Shift is used when moving to a new formation.
2. No Shift when the snap is on Set or Go.
3. All Motion Begins On 1st Hut

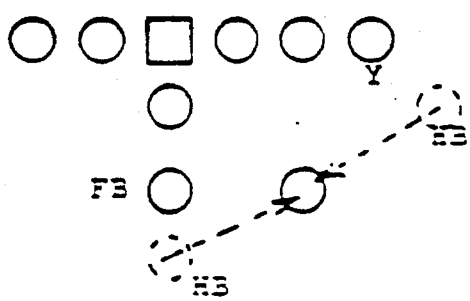
BACKFIELD RULES

| Formation | Halfback | Fullback |
|---|---|---|
| Brown/Blue | 1 Move---1st Color | No Move |

Ex:



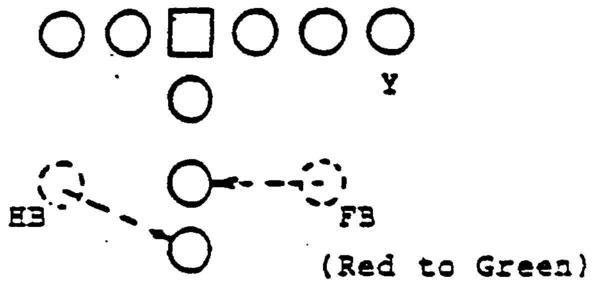

Brown Shift (Deuce or Green to Brown)



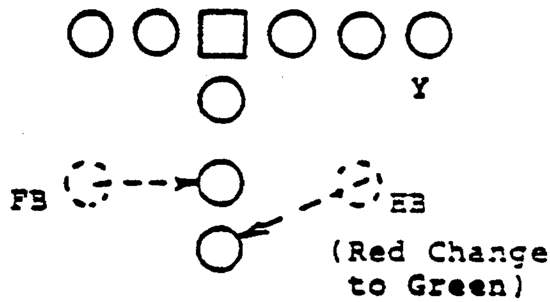

Blue Shift (Trey or Green to Blue)

| Formation | Halfback | Fullback |
|---|---|---|
| Green | 1 Move---1st Color | 1 Move---1st Color |

Ex:



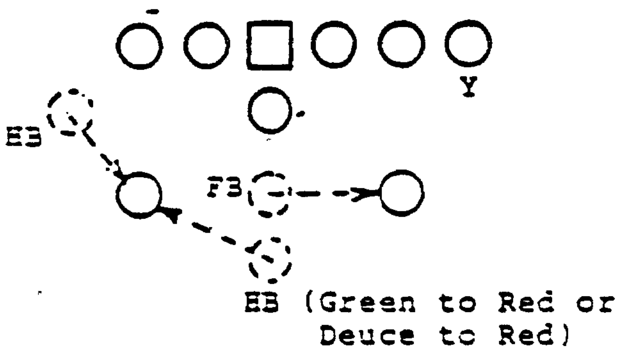

Green Shift



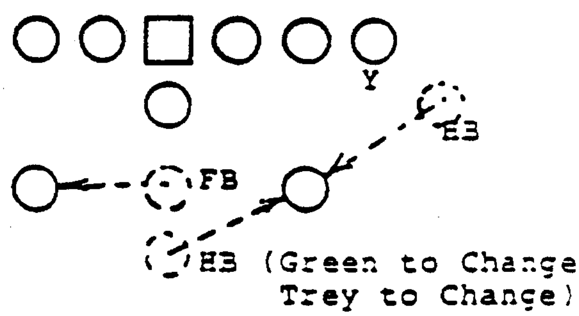

Green Shift

| Formation | Halfback | Fullback |
|---|---|---|
| Red/Change | 1 Move---1st Color | 1 Move---1st Color |

Ex:



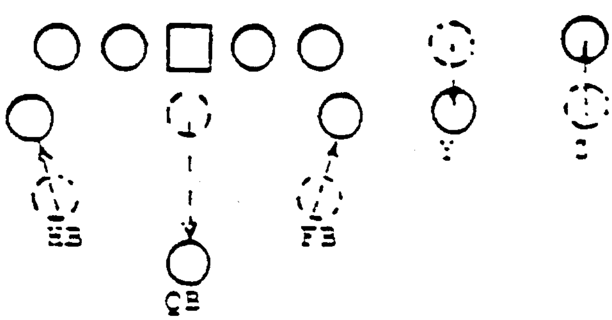

Red Shift



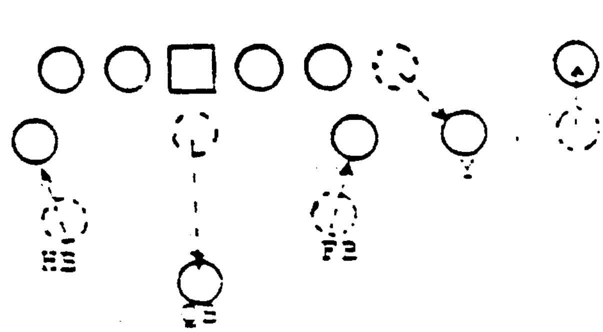

Red Change Shift

| Formation | Halfback | Fullback |
|---|---|---|
| Gun | 1 Move---Set | 1 Move---Set |

Ex:

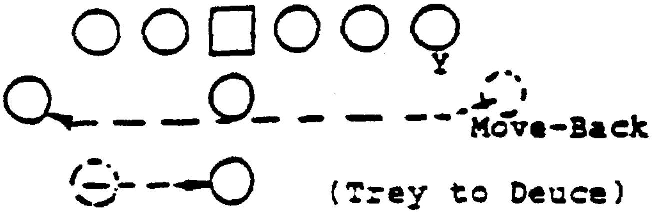



Shot Gun Shift

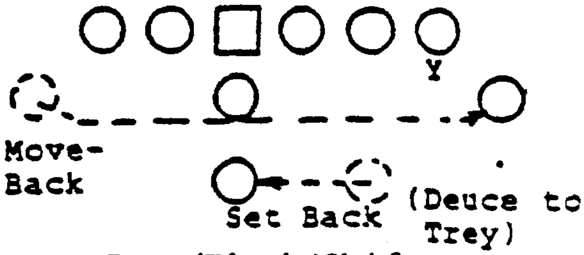


| Formation | Move-Back | Set-Back |
|---|---|---|
| 1 Back Sets (Deuce/Trey/Flank/Flex/Ace) | 1 Move 1st Color | 1 Move 2nd Color |

EX:




Deuce Shift



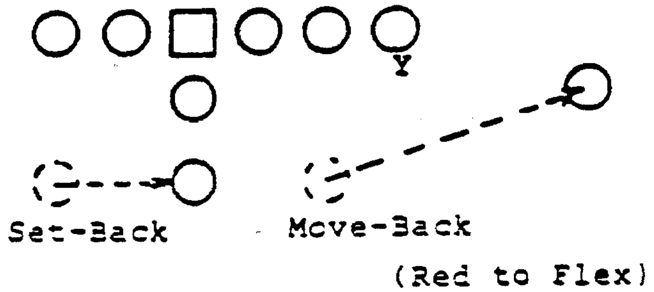

Trey/Flank Shift

NOTE:(On "Y" Opposite Calls "Y" must allow room for H Back Shift. On Stem H Back must allow room for Y Shift)

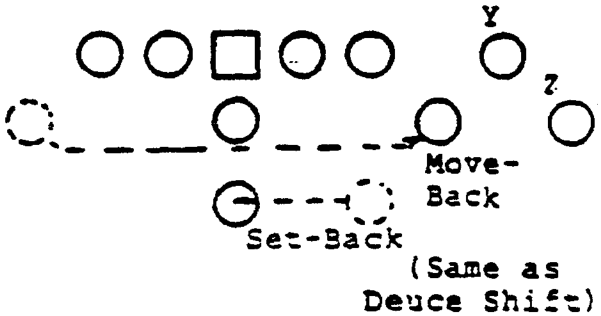
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| Formation | Move-Back | Set-Back |
|---|---|---|
| 1 Back Sets | 1 Move--1st Color | 1 Move--1st Color |

EX:




Flex Shift



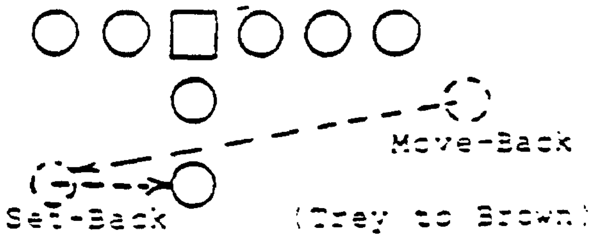

ACE Shift

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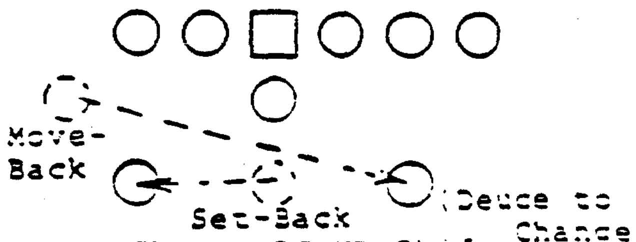
HB SHIFT

| Formation | Move-Back | Set-Back |
|---|---|---|
| 2 Back Sets | 1 Move--1st Color | 1 Move--1st Color |

EX:




Brown RT HB Shift



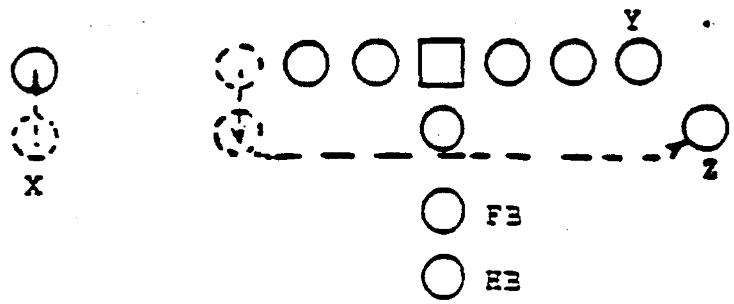

Change RT HB Shift

# TIGHT END SHIFT RULES

Pair/Stem--TE Off on 1st Color - Shift on 2nd Color.

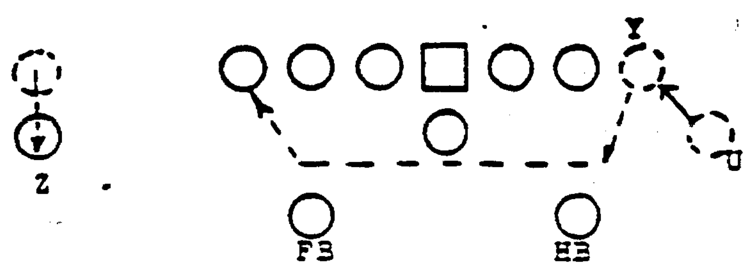
Wide Receiver/Tight End Basic Shift -- 1 Move--1st Color.

Green RT <u>Pair</u>



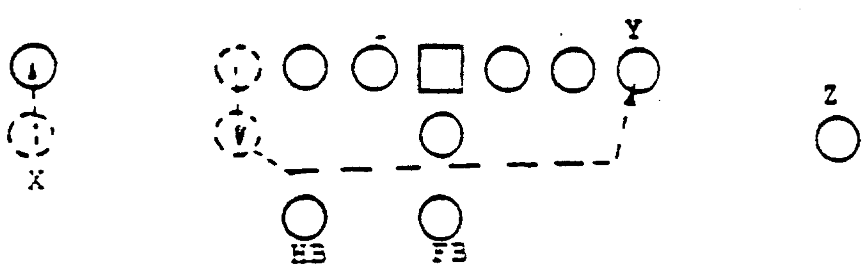

Z(TE) Off on 1st Color--Shift on 2nd Color

Red LT Stem (U)




Y(TE) Shift on 2nd Color

Brown RT <u>Stem</u>




Y(TE)Off on 1st Color--Shift on 2nd Color

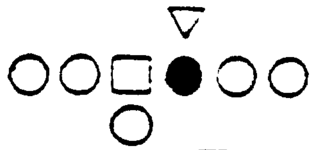
# OFFENSIVE LINE TERMINOLOGY

ONE VITAL ELEMENT IN ANY TEAM EFFORT IS A COMPLETE COHERENT SYSTEM OF COMMUNICATION. THERE IS NO GROUP WITHIN ANY SPORT WHOSE SUCCESS IS AS DEPENDENT ON EFFECTIVE COMMUNICATION AS THE OFFENSIVE LINE IN FOOTBALL. PHYSICAL SKILL AND EFFORT CAN MAKE A GREAT RUNNER OR RECEIVER BUT, WHEN FIVE OR SIX OF US ARE INVOLVED, NO AMOUNT OF TALENT CAN REPLACE THE ABILITY TO UNDERSTAND ONE ANOTHER. THE FOLLOWING TERMS MAKE UP OUR LANGUAGE -- A THOROUGH UNDERSTANDING OF THEM AND THE PLAYS TO WHICH THEY RELATE WILL ALLOW US TO OPERATE WITH AGGRESSIVENESS, CONFIDENCE AND UNITY. IN OFFENSIVE LINE PLAY, THAT IS EVERYTHING.

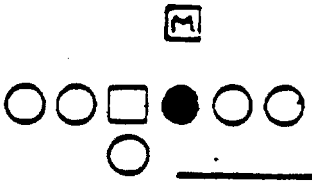
THE WORDS ARE GROUPED INTO CATEGORIES DESIGNATED AS GENERAL TERMS, LOCATION TERMS, BLOCKING COMBINATIONS (METHODS OF ATTACKING VARIOUS SEGMENTS OF A DEFENSE BY TWO OR MORE LINEMEN) AND TECHNIQUES. WHERE POSSIBLE, THE BLOCKING COMBINATIONS FOLLOW A LOGICAL SEQUENCE, APPROPRIATE TECHNIQUES BEING GROUPED WITH THE PROPER COMBINATIONS. AN EASY INDEX IS INCLUDED FOR QUICK REFERENCE.

# GENERAL TERMS

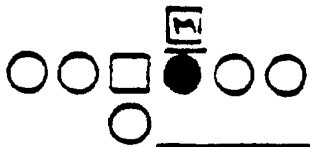
| | | |
|---|---|---|
| 1. | BLOCKING COMBINATIONS | A METHOD OF ATTACKING VARIOUS SEGMENTS OF A DEFENSE BY TWO OR MORE LINEMEN. |
| 2. | L.O.S. | ABBREVIATION FOR LINE OF SCRIMMAGE. |
| 3. | ONSIDE | THE SIDE TO WHICH THE PLAY IS CALLED. |
| 4. | BACKSIDE | THE SIDE OPPOSITE THE PLAY CALL. |
| 5. | GAP | THE AREA BETWEEN THE SHOULDER OF ONE OFFENSIVE LINEMAN AND THE SHOULDER OF THE ADJACENT OFFEN-LINEMAN -- ALSO USED AS A CALL ON RARE OCCASIONS. |
| 6. | SPLITS | THE SIZE OF THE GAPS BETWEEN OFFENSIVE LINEMEN WILL VARY ACCORDING TO PLAY CALLED AND DEFENSE. |
| 7. | CALL | A VERBAL SIGNAL GIVEN BY A LINEMAN TO INDICATE PARTICULAR BLOCKING COMBINATION -- USUALLY DELIVERED AT THE L.O.S. BY THE CENTER, AN UN-COVERED LINEMAN BACKSIDE, OR A COVERED LINEMAN ONSIDE. |



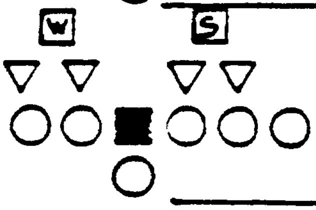
8. COVERED - INDICATES MAN ON NOSE OR EITHER SHOULDER ON L.O.S., IN A THREE POINT OR FOUR POINT STANCE.



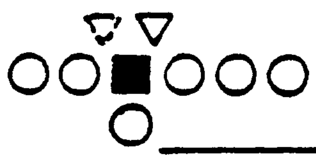
9. UNCOVERED - SAME AS COVERED EXCEPT THAT THE MAN IS OFF THE L.O.S. (ONE OR MORE YARDS) STANDING UP.



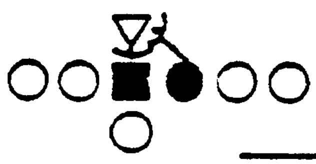
10. TUFF - SAME AS COVERED EXCEPT THAT THE MAN ON THE L.O.S. IS A LBER.



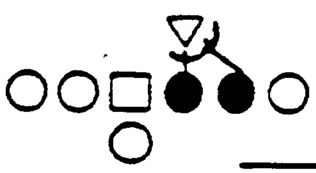
11. VOID - INDICATES THAT NO ONE IS ALIGNED IN FRONT OF AN OFFENSIVE LINEMAN.



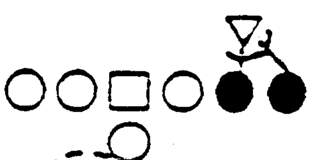
12. OFFSET - INDICATES THAT NOSE TACKLE IN AN ODD DEFENSE IS ALIGNED ON EITHER SHOULDER OR IN EITHER GAP OF THE CENTER.



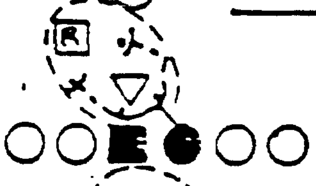
13. ACE - DOUBLE TEAM BLOCK ON NOSE TACKLE COVERING OR OFFSET ON CENTER - INVOLVES CENTER AND ONSIDE GUARD.



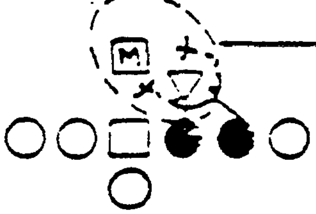
14. DEUCE - DOUBLE TEAM BLOCK ON MAN COVERING ONSIDE GUARD. INVOLVES ONSIDE GUARD AND ONSIDE TACKLE.



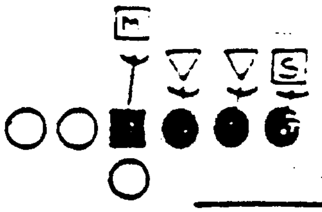
15. TREY - DOUBLE TEAM BLOCK ON MAN COVERING ONSIDE TACKLE - INVOLVES ONSIDE TACKLE AND TIGHT END.



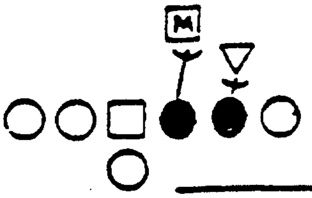
16. BUDDY BLOCK - AREA BLOCKING SCHEME BETWEEN CENTER AND ONSIDE GUARD TO ACCOUNT FOR NOSE TACKLE AND BACKSIDE INSIDE LINEBACKER.



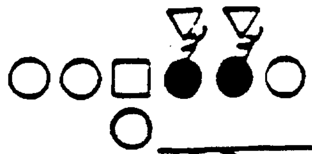
17. AREA - TEAMWORK TECHNIQUE BY TWO ADJACENT BLOCKERS TO INSURE THE L.O.S. AND GET MOVEMENT AT THE POINT OF ATTACK AND ACCOUNT FOR TWO DEFENDERS.



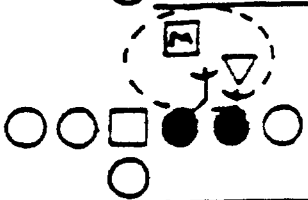

18. <u>MAN</u> - ONE ON ONE BLOCKING ASSIGNMENT AGAINST A DEFENDER ON OR OFF THE L.O.S.



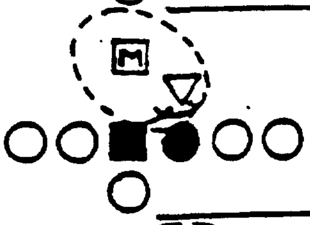

19. <u>DRIVE</u> - AN AGGRESSIVE ONE ON ONE BLOCK THROUGH THE CROTCH OF THE DEFENDER TO DRIVE HIM OFF THE BALL.

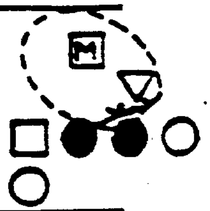


20. <u>REACH</u> - TECHNIQUE FOR LINEMAN TO BLOCK MAN ON OR TO THE OUTSIDE OF HIM TO THE SIDE OF THE PLAY CALLED.

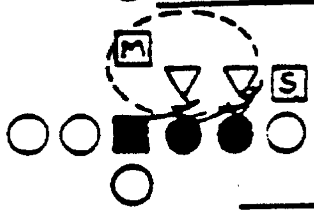



21. <u>MIKE</u> - (AREA SITUATION) ONSIDE TACKLE AND ONSIDE GUARD V. A MLB - DE ALIGNMENT AND A POSSIBLE PINCH OR E-M CHARGE.

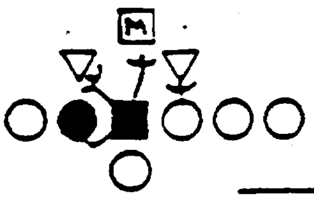


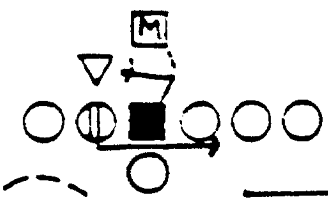

22. <u>SLIP</u> - ADJACENT LINEMEN BLOCKING TWO DOWN DEFENSIVE LINEMEN AND A LINEBACKER.



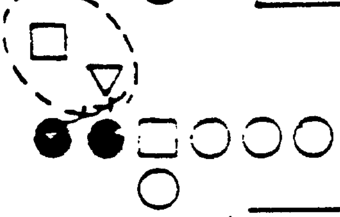

23. <u>DOUBLE SLIP</u> - THREE ADJACENT LINEMEN BLOCKING TWO DOWN DEFENSIVE LINEMEN AND A LINEBACKER.

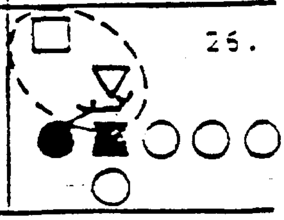



24. <u>CHOKE</u> - CENTER BLOCK BACK ON DEFENDER COVERING BACKSIDE GUARD. BACKSIDE GUARD COME AROUND TO BLOCK MLB.

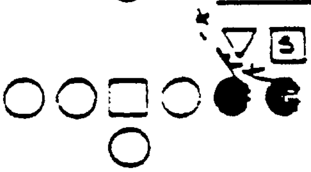



25. <u>WHEEL</u> - CENTER CHECK MLB - THEN BLOCK BACK ON DEFENDER COVERING BACKSIDE GUARD.

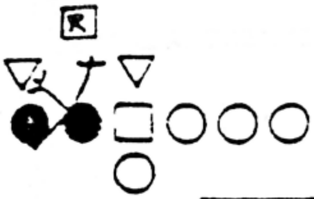




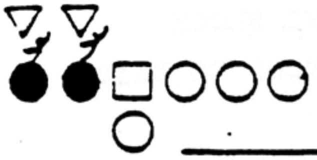
26. <u>SWAP</u> - BACKSIDE TACKLE - GUARD; BACKSIDE GUARD-CENTER WORKING CUTOFF SCHEME ON DT AND LINEBACKER.



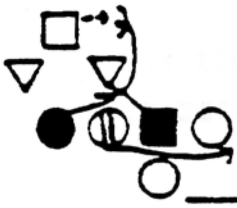

27. <u>COMBO</u> - TIGHT END BACKSIDE TACKLE SCHEME TO ALLOW TACKLE TO BLOCK PURSUIT MAN SAFETY OR OUTSIDE LBER.



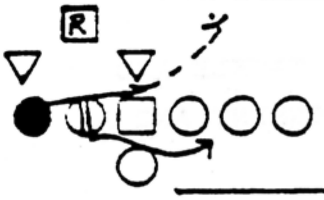

28. FOLD - GUARD BLOCK BACK ON DEFENDER COVERING TACKLE. TACKLE COME AROUND FOR LINEBACKER.



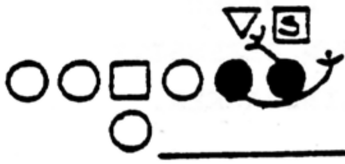
29. CUT OFF - BACKSIDE LINEMAN BLOCKS MAN OVER HIM TO PREVENT PURSUIT.



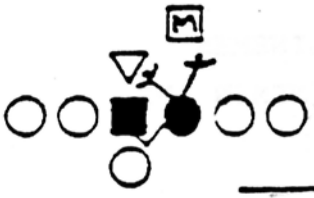
30. COW - CENTER CALL AND BLOCKING TECHNIQUE - BACKSIDE TACKLE CUT OFF - CENTER ON BACK-SIDE LBER.



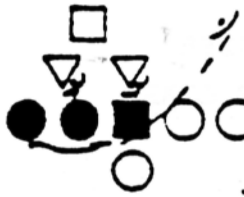

31. SLOOP - BACKSIDE TACKLE TECHNIQUE USED TO SEAL OFF AREA BACKSIDE OF CENTER VS. ODD AND LOOSE (UNDER-4LS) DEFENSIVE ALIGNMENTS.



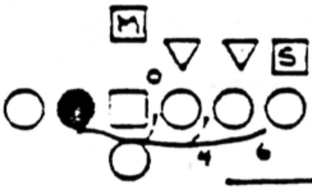

32. TAKE - ONSIDE TIGHT END BLOCKS DOWN ON DEFENDER COVERING HIS TACKLE. ONSIDE TACKLE PULLS AROUND FOR FIRST MAN OUTSIDE. TACKLE WILL KICK OUT OR LOG DEFENDER.




33. COB - ONSIDE GUARD BLOCK MAN COVERING CENTER - CENTER STEP AROUND GUARD TO BLOCK LBER.



34. STAY - GUARD CALL TO TACKLE TELLING TACKLE THAT GUARD IS NOT PULLING. GUARD WILL STAY TACKLE WILL PULL TO PROTECT RUNNING LANE.




35. TRAP - PLAY WHERE BACKSIDE GUARD PULLS ONSIDE AND KICKS OUT MAN IN DESIGNATED HOLE (PLAY NUMBER).



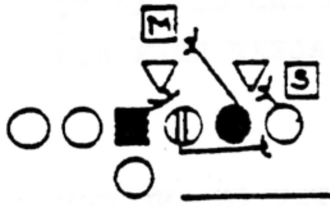

36. EVEN (TRAP) - ONSIDE TACKLE BLOCK 1ST INSIDE LBER. ONSIDE GUARD CROSS BEHIND TACKLE TO BLOCK 1ST DEFENDER (MDM).



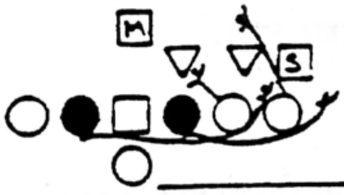

37. OFF - CENTER BLOCKS BACK FOR PULLING GUARD - ONSIDE GUARD BLOCKS DOWN FOR MAN ON CENTER.



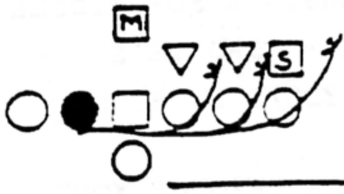

38. <u>GREEN (CALL)</u> - ONSIDE TACKLE CALL TO ALERT TRAPPING GUARD THAT TACKLE CANNOT GET INSIDE HIS DEFENSIVE END FOR A TRAP PLAY. TRAPPING GUARD LOOK TO TRAP ONSIDE LBER.



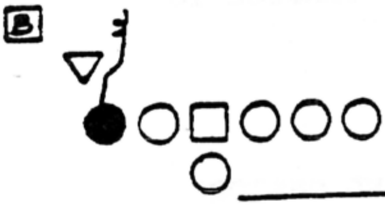

39. <u>OVER (CALL)</u> - CENTER CALL TO ALERT ONSIDE TACKLE TO BLOCK MLBER, BECAUSE ONSIDE DEFENSIVE TACKLE HAS MOVED TO THE GAP - CENTER REACH DT




40. <u>LOG</u> - TECHNIQUE OF A PULLING LINEMAN HOOKING A MAN, EITHER OFF TRAP OR SWEEP PLAY.



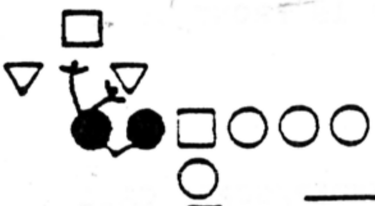

41. <u>"OH"</u> - BACKSIDE GUARD PULL AND LEAD UP THROUGH DESIGNATED HOLE. FIRST OPENING.



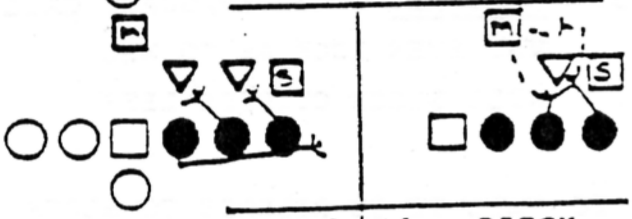

42. <u>SIFT</u> - TECHNIQUE OF BACKSIDE TACKLE EXPLODING THROUGH DEFENSIVE END TO SEAL BACKSIDE LBER.



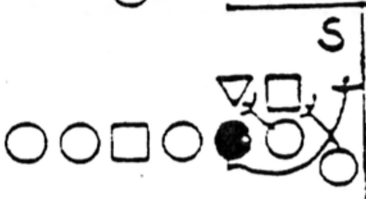

43. <u>GAR</u> - TACKLE BLOCKS MAN COVERING HIM - GUARD STEPS AROUND OR GOES THROUGH FOR LBER - DEPENDING ON GUARDS READ.



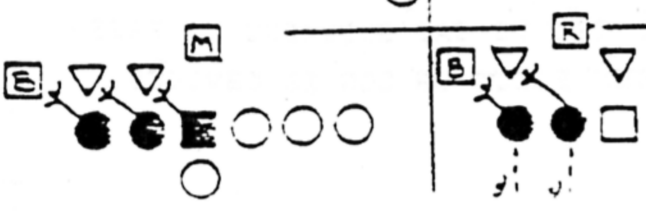
44. <u>TAG</u> - TACKLE BLOCKS DOWN ON MAN COVERING GUARD - GUARD COMES AROUND TO BLOCK LB OVER TACKLE.



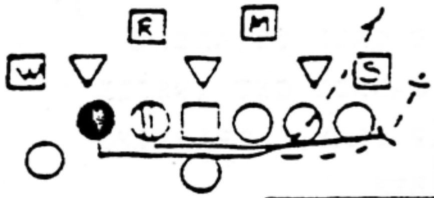

45. <u>"G"</u> - COMBINATION BLOCK ONSIDE TACKLE, TE AND GUARD. GUARD PULL TO TRAP OR LOG OUTSIDE LBER.



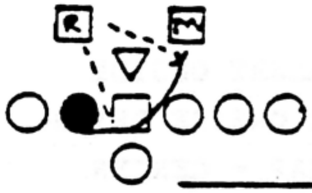

46. <u>PITCH</u> - ONSIDE TACKLE PULL - BLOCK FIRST FORCE.



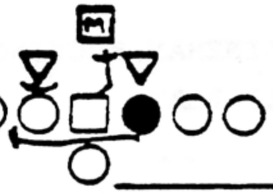

47. <u>FAN</u> - ONSIDE TACKLE AND GUARD (CENTER VS. EVEN) BLOCK FIRST MAN OUTSIDE. PASS OFF FOR CERTAIN PLAYS



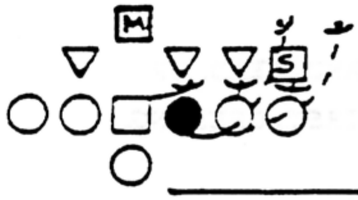
48. [illegible] - BACKSIDE TACKLE PULL - RUN COURSE FOR FIRST DEFENDER TO SHOW AT P.O.A. READ BACKSIDE O.G.'s BLOCK. IF HE TRAPS GO UP INSIDE, IF HE LOGS GO AROUND HIM.



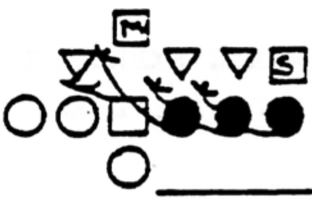
49. <u>RIM</u> - BACKSIDE GUARD PULL AROUND CENTER TO BLOCK FIRST BACKSIDE LBER. ALERT LBER RUN THROUGH (SLOW READ)



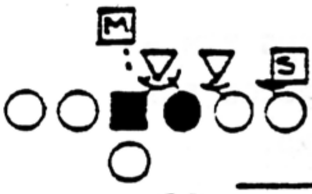
50. <u>SUCKER</u> - TERM USED TO PULL AWAY TO INFLUENCE A DEFENSIVE MAN TO RUN BEHIND HIM.



51. <u>GEORGE</u> - ONSIDE GUARD RESPONSIBLE FOR MIDDLE OR INSIDE LINEBACKER. PULL - READ TE'S BLOCK. USED MAINLY IN SHT.YDG/S.L. SITUATIONS.



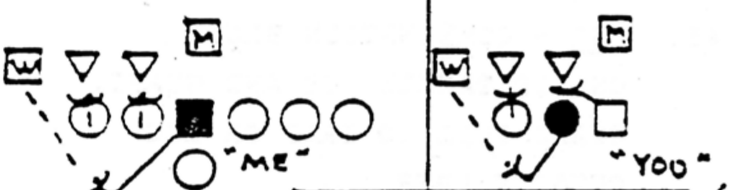
52. <u>SWOOP</u> - OFFSIDE LINEMEN REACH THROUGH YOUR INSIDE GAP.



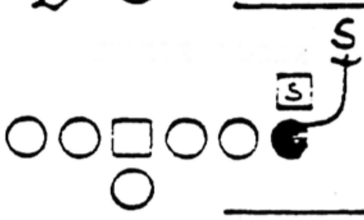
53. <u>DOG</u> - DOUBLE TEAM BY CENTER AND ONSIDE GUARD AT POINT OF ATTACK. SHT. YDS. AND G.L. TERM.



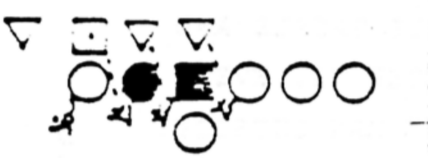

54. <u>BUBBLE</u> - TERM INDICATING AREA IN FRONT OF UNCOVERED LINEMAN.



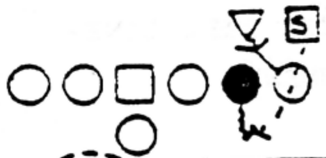

55. <u>"YOU/ME"</u> - CENTER/GUARD CALL VS. EVEN LOOK AS TO WHO WILL BLOCK OUTSIDE LBER.



56. <u>STALK</u> - TERM TO TELL TE TO RELEASE TO BLOCK FIRST FORCE.



57. <u>SLIDE</u> - CALL TO GET TO GAP BLOCKING IN PASS-PROTECTION. WHEN BLITZ OR DOG IS OBVIOUS.



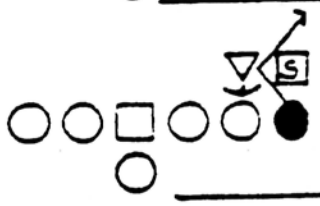
58. AXE - Y DOWN BLOCK ON DE WITH HAT IN FRONT. TACKLE TAKE NORMAL PASS SET. CHECK OSLBER-PICK HIM UP IF HE COMES.



59. SWAP WALL - CENTER/BACKSIDE GUARD, START SWAP BLOCK, IF BACKSIDE LBER FLOWS, BACK-SIDE GUARD COME OFF N.T. AND WALL HIM OFF.



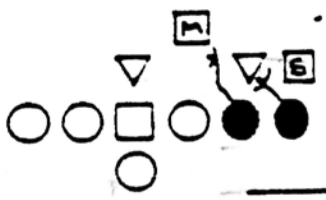
60. SLIP WALL - CENTER/ONSIDE GUARD, START SLIP BLOCK, IF MLBER FLOWS, CENTER COME OFF DT AND WALL HIM OFF.



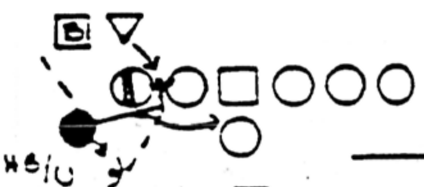
61. SLAM RELEASE - Y START DOWN BLK. ON DE (SELL POWER BLK.), THEN RELEASE FOR PATTERN



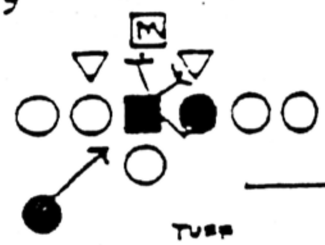
62. OPEN LINEMAN - INDICATES CENTER OR GUARD BEING UNCOVERED OR VOID FOR PASS PROTEC_TION ASSIGNMENT.



63. KING - Y DOWN BLOCK ON DE IF DE DISAPPEARS, BLOCK FIRST DEFENDER TO CROSS YOUR FACE. BLOCK DOWN ON DE AS THOUGH YOU HAVE HIM BY YOURSELF. SCHEME USED FOR 46147 OT.




64. PULL FILL - U OR E.B. (DEUCE) BLOCK. PULL FOR DE OVER BACKSIDE OT. ALERT, CENTER BLOCKING BACK, CLIP DE OR WHEEL BACK FOR TRAILING DEFENDER.



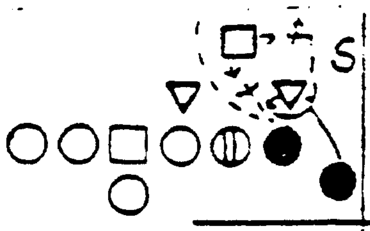
65. SWITCH - CENTER - ONSIDE OG. - BLOCK LIKE CHOKE. BALL CARRIER WILL APPROACH HOLE CALLED FROM DIRECTION OPPOSITE OG. PULL.



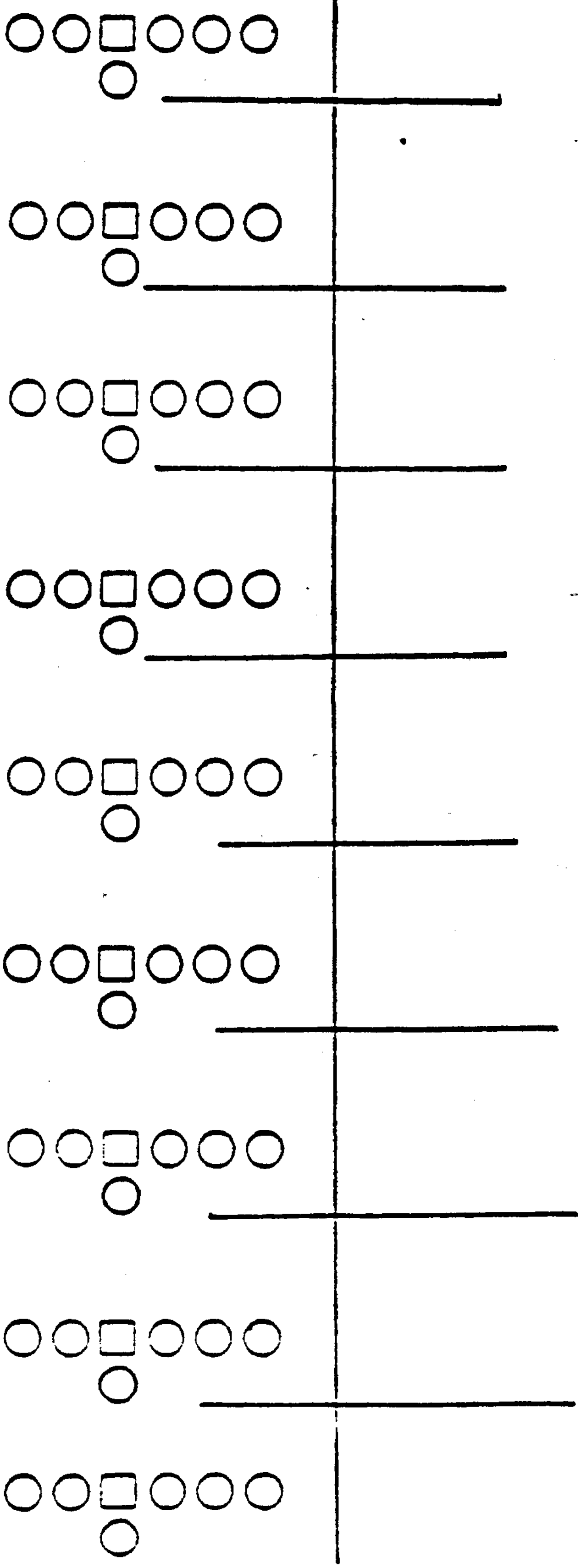

66. "GAP CALL" - CALL BY ONSIDE OT. - TO LET Y/U KNOW THAT HE MUST KING BLOCK. THE OT MUST BLOCK DOWN ON THE MAN COVERING THE ONSIDE OG.



67. "JAM" CALL - CALL BY ONSIDE OG TO ALERT "OH" PULLING OG. THAT HE IS COVERED SO PULLING OG CAN ADJUST.

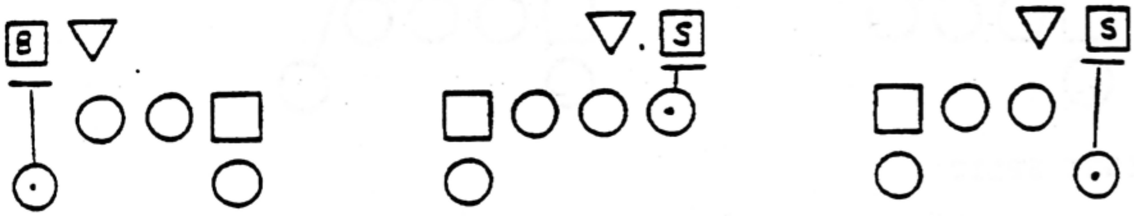



67. JACK - DOUBLE TEAM BLOCK WITH THE FB (WING) AND Y ON THE DEF. LINEMEN COVERING Y WITH Y AND THE FB RESPONSIBLE FOR THE DEF. LINEMEN AND THE MAN IN LOOSE ALIGNMENT.



DEFINITION OF STANDARD BLOCKS FOR Y, OR Z IN A WING

1. DRIVE BLOCK - USED WHEN BALL IS INSIDE OVER THE TACKLE.




COACHING POINTS:

1. WIDE SPLIT
2. P.O.A. INSIDE NUMBER
3. GET MOVEMENT AT P.O.A. AND MAINTAIN CONTACT.

2. INSIDE BLOCKING COMBINATIONS

A. DOUBLE TEAM - THE Y END IS THE LEAD MAN ON ALL TREY #'S THE Z (IN A WING) IS THE LEAD MAN ON DOUBLE TEAM #'S WITH Y.




COACHING POINTS:

1. MAINTAIN A NORMAL SPLIT
2. P.O.A. IS THE OUTSIDE HIP OF DEF. MAN
3. TAKE THE DEF. MAN OFF THE L.O.S.
4. IF HIP DISAPPEARS INSIDE CONTINUE FOR INSIDE LBER.
5. NEVER LET DEF. MAN ROLL OUTSIDE ON BLOCK.
6. DON'T TURN BUTT INTO HOLE.
7. SQUEEZE YOUR INSIDE HIP TO OFFENSIVE TACKLE'S OUTSIDE HIP.

B. DOWN BLOCK - BLOCKING DOWN ON THE MAN TO THE INSIDE WITH NO TACKLE OR Y HELP.




1. TIGHT SPLIT

2. DEPTH OF DEF. MAN WILL DETERMINE AIMING POINT. WORK TOWARDS MIDDLE OF MAN (NEAR HIP).

3. LEAD STEP WITH INSIDE FOOT (<u>ALWAYS OPEN</u>).

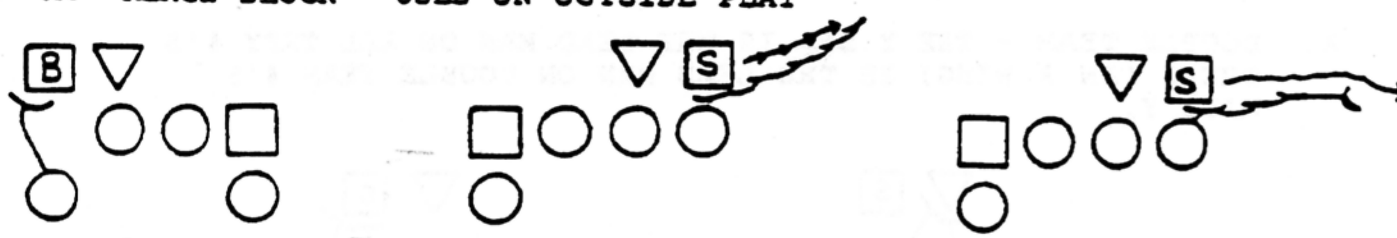
4. NEVER LET MAN ACROSS L.O.S.

5. IF MAN ROLLS OUTSIDE USE REVERSE BODY.

NOTE: We will reverse body technique on Gap Block also.

. BLOCK TECHNIQUES USED ON DEFENDER OVER YOU WITH BALL GOING OUTSIDE.

A. REACH BLOCK - USED ON OUTSIDE PLAY




COACHING POINTS:

1. TIGHT SPLIT

2. P.O.A. OUTSIDE NUMBER.

3. STEP WITH OUTSIDE FOOT. MAINTAIN CONTACT WITH DEFENDER ATTEMPTING TO GET MOVEMENT ON DEFENDER.

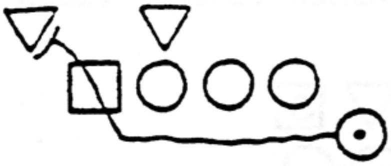
4. TRY TO GET REACH ON DEFENDER. PROBABLY WILL MAINTAIN CONTACT AND RUN TO SIDELINE, ALLOWING BALL CARRIER TO CUT INTO ALLEY. DO SO WITH STRENGTH.

MOVEMENT BLOCKS

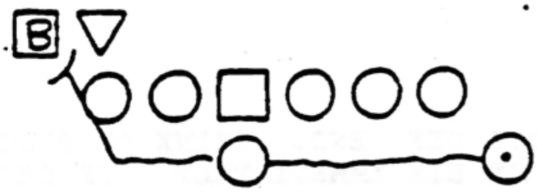
A. WHAM BLOCK - CAN BE USED WITH LEAD PLAY & LAG.



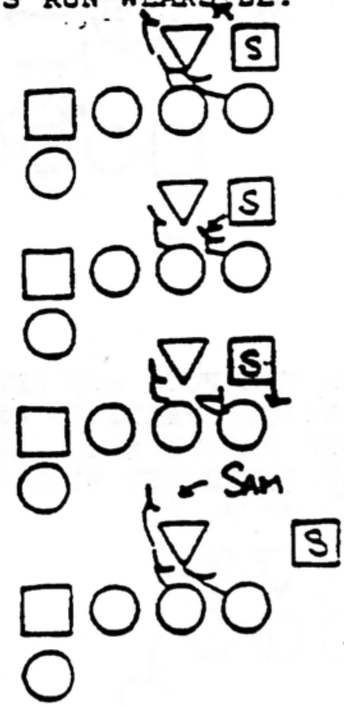
B. TRAP BLOCK - USED PRIMARILY IN GL & SHORT YDG. SITUATIONS



C. CUTOFF BLOCK - USED TO CUT OFF BACKSIDE PURSUIT




5. "COMBO" BLOCK - USED TO WALL OFF STUB LBER - USED ON INSIDE RUNNING PLAYS AND PLAYS RUN WEAKSIDE.



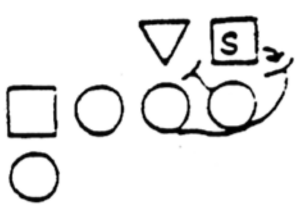

COACHING POINTS:

1. TACKLE AND Y EXPLODE ON DEF END GIVING PICTURE OF DOUBLE TEAM AND THEN READ DEF END AND LBER FOR THEIR PURSUIT PATH. Y MUST WORK FOR INSIDE HIP OF DEF. END.

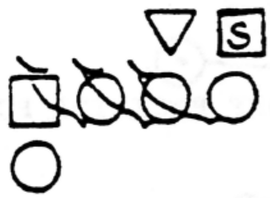
2. IF STUB WORKS BEHIND DEF. END, THE OFFENSIVE TACKLE WILL TAKE HIM. IF STUB STEPS UPFIELD, Y TURNS BACK ON HIM.

6. TAKE BLOCK - ONSIDE TIGHT END BLOCKS DOWN ON DEFENDER COVERING OFFENSIVE TACKLE. ONSIDE TACKLE PULLS AROUND FOR FIRST MAN OUTSIDE. TACKLE WILL KICK OUT OR LOG DEFENDER.

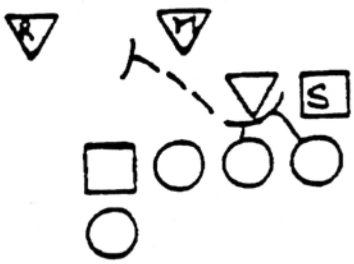
NOTE: Technique on Take Block is same as Gap Block.

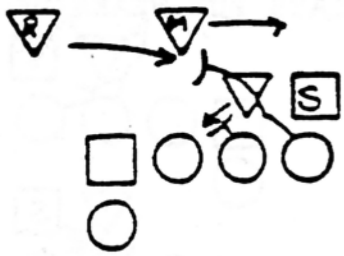


/. SWOOP BLOCK - OFFSIDE LINEMEN REACH THROUGH THEIR INSIDE GAP.

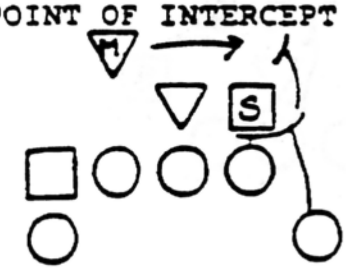



H. KING BLOCK - STEP INSIDE TO BLOCK DEF. END. THINK OF BLOCKING DEF. END BY HIMSELF. MUST GET ON HIM IMMEDIATELY. IF DEF. END DISAPPEARS GO TO ROVER. ALERT GAP CALL.



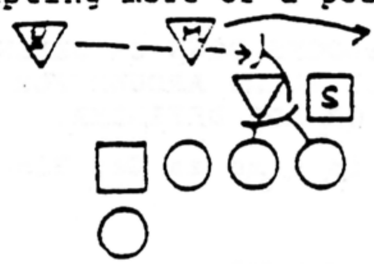




I. JACK BLOCK - NOW THE Y BECOMES THE POST MAN AND THE Z IS THE LEAD MAN. SEE THE TECHNIQUE WRITE-UP ON THE DOUBLE TEAM. ON JACK, WE WILL RUB OFF TO THE MAC. KEEP SHOULDERS SQUARE AND UPFIELD TO POINT OF INTERCEPT WITH MAC.

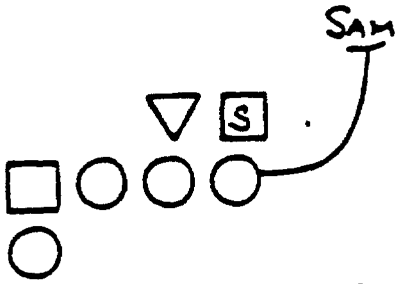



). RUB - SAME PRINCIPLES AND TECHNIQUES AS TREY. KEEP SHOULDERS SQUARE AND THINK OF SLIPPING UPFIELD TO ROVER.USED ON 18-19 Bob.

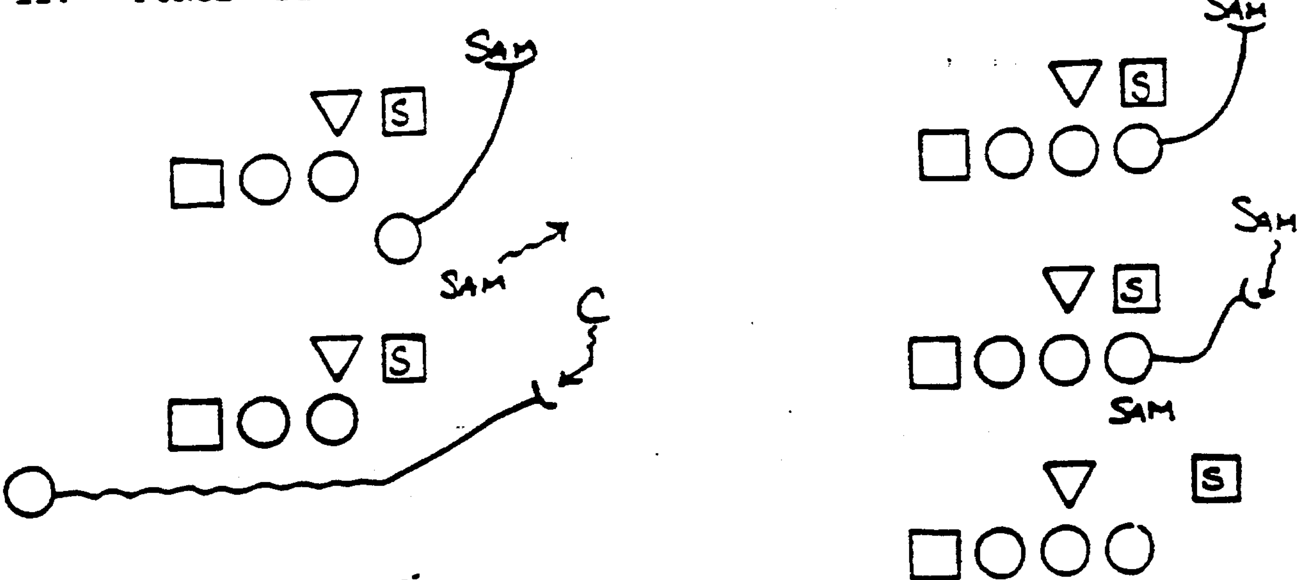
Note: Technique of Tackle different on King than Rub. On Rub, tackle attempting more of a post technique on Def. End.



11. STALK - TERM TO TELL TE TO RELEASE TO BLOCK FORCE.




12. "FORCE" BLOCK - OUTSIDE RELEASE BLOCK FORCE TO YOUR SIDE.



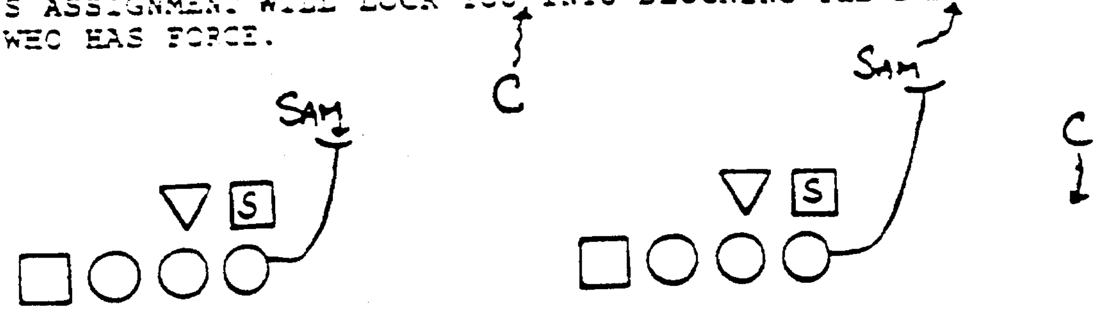

COACHING POINTS:

1. QUICK OUTSIDE RELEASE GOOD CLEARING ARC, PUT PRESSURE ON S/S SCRAMBLE STICK AND STAY ALL OVER FIELD.

2. IF STUB WORKS OUT BUZZ FORCE, PUSH OFF INSIDE LOCATE BLOCK S/S.

3. IF S/S LINES UP INSIDE STUB, PRE-SNAP LOOK RELEASE INSIDE BLOCK S/S

13. DOWNFIELD #2 BLOCK - OUTSIDE RELEASE AND BLOCK SAFETY TO YOUR SIDE. THIS ASSIGNMENT WILL LOCK YOU INTO BLOCKING THE SAFETY REGARDLESS OF WHO HAS FORCE.



.4. PULL-FILL - A BLOCK USED ON BACKSIDE BLOCKING TO SECURE THE INSIDE GAP. IF THE DEFENSIVE END OVER THE OFFENSIVE TACKLE PLAYS OUTSIDE GAP, CLIP DEF. END. IF DEF. END LOCKS TIGHTLY ONTO TACKLE, TURN BACK TO CUTOFF OUTSIDE BACKER.

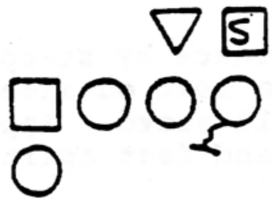
Note: The center is blocking back for def. end. Y will only block def. end if he plays too wide for center to get.



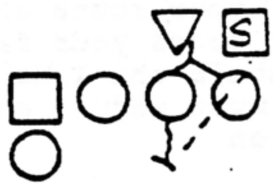



## Y PASS PROTECTION BLOCKS AND TERMS

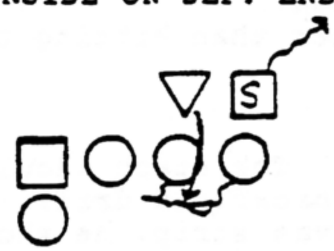
1. SLOW BLOCK - Y IS RESPONSIBLE TO PASS PROTECT ON STUB BACKER.



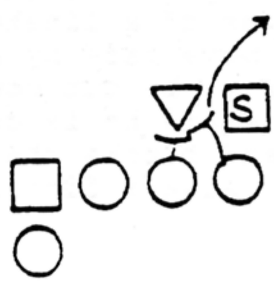

2. AXE BLOCK - ON PASS PROTECTION, Y COMES DOWN ON DE WITH THE HAT IN FRONT. TACKLE THEN TAKES NORMAL PASS SET.




3. STAY - Y CHECKS FIRST HIS STUB BACKER. IF STUB DOESN'T COME, HE HELPS DOUBLE INSIDE ON DEF. END.




4. SLAM RELEASE - Y START DOWN BLOCK ON DE (SELL POWER BLOCK), THEN RELEASE FOR PATTERN.



# RUNNING BACKS BLOCKS

## BOB BLOCK

Objective: To execute a hook block on a "S" linebacker, or a defensive end. (Ex. 18-19 Bob)

Technique: Locate your linebacker on your pre-snap look. Try to determine by his alignment what his action at the snap of the ball will be.

Approach: Explode out of your stance by stepping with the near foot at a point approximately two feet outside of the linebacker's outside foot. Run the course full speed. Approach the linebacker with knees bent, head up and feet apart.

Contact: It is our job to get our head and inside arm past the man when contact is made. Contact should be made with our hip at a point between the defenser's waist and knee, hopefully throwing back into the linebacker. To be able to throw back into the man can only be accomplished through an intensified effort of continuing to keep the feet moving. Should the linebacker widen as you approach, you must adjust your route and continue to run with him. Should the linebacker cross your face, now you must be prepared to kick him out. Should the linebacker try coming underneath your block, again we must adjust and cut him down. We cannot afford to allow penetration.

Common Faults:

1. Not getting to the man quickly enough.
2. Approaching with a lack of intensity.
3. Leaving your feet too soon.
4. Leaping or lounging rather than hitting through the linebacker.
5. Not finishing the block.

Drill used to teach the block: The coach should use the canvas strip that is usually used in backfield drills so as to emphasize alignment. Along with the canvas strip, he should start with a big stationary dummy. The dummy is placed in the position of the "S" backer or defensive end. The players will take their alignment and on the snap count given by the coach, will approach and execute the Bob block as the big dummy. From here, the coach will move dummy slightly to give the players a different look and have them to adjust to it. The next step is for the coach to take a lighter dummy and act out the moves of a linebacker or defensive end. He will emphasize the wide move made by a linebacker, the blitzing move, where he will have to be cut down and the stunting move down inside by a linebacker where he is consumed by the tight end and now the back goes ahead and blocks the first man that he encounters, from the inside out. Always finish the block.

POWER BLOCK

Objective: To execute a kickout block on a "S" linebacker or defensive end. (Ex. 16-17 Power)

Technique: Locate your linebacker with a pre-snap look. Try to determine by his alignment, what his action will be at the snap of the ball.

Approach: Your aiming point is the But of the tight end. You will be approaching the linebacker from inside out on a full speed course. Quickness to the linebacker cannot be over emphasized.

Contact: We should strive to make contact with our head on the inside and our shoulder pads beneath the pads of the defender. Upon contact we must have the knees bent, head up, with a good base. Intensity is as important as anything. As you make contact with your pads underneath the linebacker's pads, you will hit through and work to turn the man out. To accomplish this, it is imperative that the feet continue moving throughout the entire block. Should the linebacker close and become pinned down on the inside, now we will make contact outside-in. In effect, we will log him. There is also the chance that the linebacker will be in between these two moves, which is right down the middle. If this occurs, we absolutely must have our pads below his pads to win. However, even if our approach is right down the middle, we should slide our helmet to one side or the other and continue to drive. In other words contact in this case will be made with half the helmet and then the shoulder.

Should the linebacker work to get penetration with a hard charge, we must stop him by throwing our block slightly lower. The harder the linebacker comes, the lower we will block him.

Should the linebacker disappear inside, the tight end will wheel and take him down inside. Now the back should continue upfield, blocking the first man from inside out. His technique now reverts back to the Bob block technique when this happens.

Common Faults:

1. Twisting or turning shoulders.
2. Approaching with pads too high.
3. Making contact with tip of shoulder.
4. Not staying with the block.

Drill used to teach the block: The coach should use the canvas strip, used in backfield drills, to emphasize the proper alignment. Along the canvas strip, we will use the big stationary dummy, moving it occasionally to give the players a different look. The second step is that of the coach using a light bag, which is easier to move with and showing the players the blitz move inside, where the tight end will wheel and take the linebacker inside and he (the player) should continue up on the first man from inside out. Or the closing move by the linebacker, where the player must be prepared to log the defender.

F

BIM BLOCK

Objective: To execute a cut down block on a defensive end. (Ex. 16-17 Bim)

Technique: Locate the defensive end with a pre-snap look. Be prepared to exchange assignments with offensive tackle in the event the "bat" situation occurs. "Bat" is a call by the offensive tackle, which tells the back that the tackle will block the defensive end and the back should get upon the inside line-backer.

Approach: Explode out of your stance. Quickness to the line of scrimmage is all important. Your aiming point vs a 43 defensive end is his outside knee. Contact should be made above the knee, with the head on the outside. Your aiming point vs a 34 defensive end is a foot outside of your offensive tackle. This is necessary so that the back will have a chance to get outside of the tackle's block and get up on the inside linebacker. Versus a 34 defense, if the "B" backer is on the line of scrimmage, this obviously is a "Bat" situation, so the tackle will call "Bat". Though the back now is expecting to block the inside linebacker, he must also be prepared to block the "B" backer, should the "B" backer cross your face. Again the head is on the outside. In the event of a 34 defense with the "B" backer off the line of scrimmage and stacked behind the defensive end or inside of the defensive end, the tackle's rule for deciding who to block is as follows: If the defensive end's inside foot is inside or even in relationship too the offensive tackle, the offensive tackle will block him. If the defensive end's inside foot is outside of the offensive tackle, the back will block him.

Contact: Contact should be made with the shoulder, above the defensive end's knee knocking the end's legs from under him. If the defensive end disappears inside, the back should continue up on the inside linebacker. The block on the inside linebacker is a cut down block. The back's head will always be outside, on all of the blocks in all possible situations.

Common Faults:

1. Not getting to the line of scrimmage quickly enough.
2. Not recognizing the combinations and possible charges by the defense.
3. Not hitting through the target.
4. Hesitating when the end goes inside, before blocking LB'er.

Drill used to teach the block: The contact part of the block should be drilled on the two man sled. The players should be lined up about four yards from the sled and on a snap count given by the coach, execute a shoulder block, driving through the sled, The recognition and decision part of the block must be drilled by setting up dummies to illustrate a particular defense. The coach along with one player should act out the inside and outside line-backer moves.

"F" BLOCK

Objective: To execute a cutdown block on a defensive tackle or a Bob block on an "M" linebacker, by the fullback (Ex, 98-99 G)

Technique: It is imperative that we recognize the defensive front on our pre-snap look. Against a 43 defense, we must be alert for the defensive tackle's penetration into the backfield. If the defensive tackle is blocked by the center or he does not penetrate, we should immediately think, get up on the "M" linebacker. Against a 34 defense, we must be alert for the defensive nose tackle's penetration into the backfield. If the nose tackle is blocked by the center or does not get penetration, we immediately think, get up on the "M" linebacker. The backs head will always be ahead of the defender he is blocking. We will at times "area" block with the on-side tackle. In the area block, the O.T. will combine with the fullback to block the D.E. or the "M" LB'er.

Approach: It is important that you explode out of your stance. Aim for the guard-tackle gap. Expect a 43 defensive tackle to appear. If he does appear, block him using a cut down block through the outside knee. The same approach moves apply vs. a 34 nose tackle. If the defensive tackle is blocked or does not get penetration, the fullback should flatten his course in an effort to chase down the "M" backer and Bob block him. Once you have chased the backer down and have good position for blocking him, penetrate the line of scrimmage and get him blocked. This is a full speed course run by the fullback. He cannot afford to hesitate or to be indecisive. He must read on the Run. Once the decision to pass up the defensive tackle or nose tackle has been made, the fullback must lock on the "M" backer. If the "M" runs through, you must be alert and deny him penetration into the backfield with a cutdown block.

Contact: The fullback will make contact on the defensive end's outside knee with his shoulder. He must hit through and get the defender down. You cannot allow the man to hop over or run around you. The block on the "M" backer is a Bob block. Be alert for getting the head and shoulders past the "M" to avoid clipping.

Common Faults:

1. Throwing too low on the cutdown block.
2. Hesitating coming out of your stance.
3. Not penetrating the line of scrimmage quickly enough to block the "M" linebacker.

Drill used to teach the block: The drill should be set up using the canvas strip to get our alignment. Use stand-up dummies to show the defensive alignments. The coach, using a light bag, alternates as the defensive tackle and the "M" backer showing the fullbacks the different reactions made by the defenders.

T-BLOCK

Objective: To execute a cutdown block on a defensive tackle in a 43 defense, or a defensive end in a 34 defense. (Ex: 90 - 91 "OH")

Technique: Check the alignment of the man you are to block on your pre-snap look. You must run a full speed course. Quickness to the point of attack is very important, as you must get there before the defender recognizes that you are coming.

Approach: Aim at the inside foot of the offensive guard vs. a 43 defense. Aim at the inside foot of the offensive tackle vs. a 34 defense. Do not hesitate in an attempt to determine the man's charge.

Contact: Make contact with your pads under his pads. You must get under his pads. Your helmet should be on the inside. If the defensive man crosses your face, cut him down. Knock his legs from under him. The block can only be made with real intensity.

Common Faults:

1. Twisting shoulders.
2. Dropping head.
3. Allowing penetration.

Drill used to teach the block: Drill should be set up using the canvas strip for proper alignment. Stand-up dummies should be used to show the defensive alignment. The coach with a small stand-up dummy should show the fullback the different moves by the defensive tackle and defensive end. These moves include a defensive tackle off the ball and reading. A defensive man on the ball and charging upfield etc.

BLUFF BLOCK

Objective: To bluff the "S" linebacker and execute a stalk block on the first defensive back out of the secondary. (Ex. 16-17 Bluff)

Technique: Check the alignment of the strong safety on your pre-snap look. This may very well indicate what the strong safety's responsibility will be.

Approach: Explode out of your stance. Aim for the outside foot of the T.E. Attack the "S" linebacker. You must get his attention and set him up for the trap block by the guard. At the last moment, you should avoid contact, with the linebacker, to the outside and then take a frontal approach on the first back out of the secondary. Your block is a stalk block. Down the middle, knocking the defensive back straight back and giving the running back two ways to go. Although you are down the middle, you must think, protect the inside first, then the outside. If the DB avoids to the outside, we will take him outside with the block. If he avoids to the inside, we will take him inside with the block. Should the DB attempt to penetrate, we should cut him down. He cannot allow penetration. If the "S" linebacker is in lightning force and will not let the bluff blocker outside of him, we should go underneath him and then block the DB. The "S" backer may also grab the bluff blocker in an effort to keep him from releasing outside. In this case the bluff blocker should stay with the "S" backer and kick him out.

Contact: If the defensive back is playing soft, the block is a frontal approach one, straight down the middle, knocking the DB straight back. Should the DB retreat, we must chase him down and again go right down the middle of him, number to number. Should he try to penetrate, we must stop him by cutting him down.

Common Faults:

1. Slow getting to the "S" backer.
2. Not avoiding the "S" backer, nor clearly kicking him out which results in his tieing up two men.
3. Losing the defensive back to the inside.

Drill used to teach the block: Use the canvas strip to insure proper alignment. Set up big stationary dummies to show defensive alignments. The coach should alternate between the defensive back and the "S" linebacker, using a light bag to show the moves of the two defenders and problems involved in carrying out the bluff blockers assignment.

## PASS BLOCK

**Objective:** To execute the drop back pass block on a "S" or "B" linebacker.

**Technique:** Locate and check the alignment of your linebacker on your pre-snap look. Note his alignment to determine what his responsibilities will be. If the end is at all widened, with the linebacker off the L.O.S. we should be ready to react to the inside blitz. If end is tight or head up with the linebacker on the L.O.S., we should expect the outside blitz.

**Approach:** Get out of your stance quickly. Advance toward the line of scrimmage. You would like to meet the linebacker as close to the line of scrimmage as possible. Get an inside-out position on the linebacker with the inside foot up. Take away the inside rush lane. Your shoulders will be slightly less than 45$^o$s to the L.O.S. Be prepared to let the blitzer determine at this point, which way he will be blocked.

**Contact:** Contact is basically made with the heels of the hands in the defenders #'s, and the feet are constantly moving. Neutralize his momentum. Should the blitzer take an inside rush lane, you should get into him pads under his pads, knees bent and block him down on the pile, in the middle of the pocket. For the blitzer who comes down the middle, we should bend the knees, take him on down the middle. If a back starts to release on a check flare and the linebacker is slow to blitz, he must recover and cut the linebacker down, head on the inside. Versus an inside blitz, take the linebacker as quickly as possible. The harder the blitzer is coming, the lower you should block him.

In the 70-80 passes, the fullback has the additional problem of having to move laterally across the backfield, get the inside-out position and execute the pass block. If necessary, he should cheat over in the 80's in order to clear the quarterback. After clearing the quarterback and positions himself, everything else is the same. Versus the inside blitz which is probably the hardest, he must pick up the blitz as close to the L.O.S. as possible. Our head should be on the inside. The harder he is coming, the lower we will block him. On the weak safety blitz and strong safety blitz audibles, we must focus our attention on the blitzers and lock on to them. Our techniques for blocking them are the same as for any other blitzer.

**Common Faults:**

1. Not advancing toward L.O.S. and getting set quickly enough.
2. Over extending on first contact.

**Drill used to teach the block:** The contact part of the drop back pass block must be taught in live drill. The techniques of recognizing and picking up the variety of blitzes which occur should be taught, using the canvas strip to insure proper alignment, and big stationary dummies to show the defensive alignment. The coach with a light should imitate the linebacker in the many blitzes that are to be taught.

CUT DOWN BLOCK

Objective: To execute a cut down block on a "S" or "B" linebacker. (Ex. 120-121).

Technique: Locate your linebacker on your pre-snap look. If necessary, cheat up in your alignment in order to get to him as quickly as possible.

Approach: Explode out of your stance with your attention focused on the outside knee of the linebacker. You must attempt to get to the linebacker before he gets penetration into the backfield. Sprint to him.

Contact: Contact is made with the helmet on the outside knee. We must take one or both of his legs from under him. We cannot allow the linebacker to jump and make us miss. If he jumps we must raise the block slightly.

Common Faults:

1. Getting to the linebacker late.
2. Throwing the block too low.

Drill used to teach the block: This drill should be set up using the canvas strip. A large stand-up dummy should be placed on both ends in the linebackers positions. Now the backs should be drilled to sprint out of their stances and cut the bags down.

PLAY PASS PROTECTION

Objective: To fake a run action and then execute the pass protection block.

Technique: You must recognize the defense. Locate your linebacker on your pre-snap look. Burst in the direction of the play or action you are faking. The inside elbow should be up, just as it would be if you were receiving the ball from the quarterback. Your far hand should be against your stomach. As you pass the quarterback you should drop the near elbow. Your head is up and you're looking for your respective linebacker to blitz, you now begin to gather and prepare yourself for the pass block. Should your linebacker drop, then carry out the fake or run your designated pass flare.

Contact: Contact is as much like your regular drop pass blocking as you can make it. The big difference being that you will not get completely set. All of the other pass blocking rules apply. If faking straight ahead, into the line of scrimmage, you will meet the blitzer as close to the L.O.S. as possible, knees bent, head up, pads under his pads. The harder he comes, the lower you block him. If faking laterally, once you recognize the blitz is coming, you are going to get inside-out position, knees bent, head up, pads under his pads, make contact and ride him by the passer. If he comes inside, take him down on the pile.

Common Faults:

1. Failure to recognize the defense.
2. Faking with head down and unable to see blitz coming.
3. Not gathering in time to make proper contact.

Drill usd to teach the block: The drill should be set up with the canvas strip to insure proper alignment. Use stand-up dummies to show the defensive alignment. The coach with a light bag should be the linebacker. He should line up in several different defensive alignments and show the variety of blitzes from each.

"B" BLOCK

Objective: To execute a running shoulder block on a "B" linebacker. (Ex. 64 - 65).

Technique: Locate the "B" linebacker on your pre-snap look. Note his alignment as a possible tip off to his responsibility. It is also helpful to know the alignment of the defensive end as they usually work in conjunction with each other. Your aiming point is the "B" backer's inside foot.

Approach: Quickness out of your stance is a must. If "B" is crowding the line of scrimmage, it is a key that he will crash down inside. You cannot allow penetration. Aim for inside foot of "B", then take him straight down the middle and knock him back.

Contact: Run a full speed course at the inside foot of "B". Take him right down the middle. Upon contact, the "B" backer will take a side. Your head should go to the opposite side. Your pads must be below his pads. You don't have to take the man anywhere. You do have to sustain the block. Now, the harder the linebacker comes, the lower you should block him. Versus a "B" linebacker coming full speed for penetration, the block is now thrown between the waist and knee.

Common Faults:

1. Twisting or turning shoulders.
2. Approaching with pads too high.
3. Making contact with the tip of the shoulder.
4. Not sustaining the block.

Drill used to teach the block: Use the canvas strip to insure proper alignment. Use small stand-up dummies to show defensive alignment. The big stand-up dummy should be used in the beginning. The coach should have the player approach the dummy and he should take a side and have the player's head go the opposite way. Emphasize sustaining the block. Later a smaller dummy which allows more maneuverability should be used to show the numerous moves possible by the "B" linebacker.

BOSS BLOCK

Objective: To execute a stalk block on the first defensive back out of the secondary. (Ex. 68-69 Toss Strong)

Technique: Check the alignment of the defensive back and outside linebacker. Their alignment will indicate their eventual responsibilities. If the "V" backer is in an outside position, he probably will be forcing the play. If "B" is head up and DB is tight, the DB will probably be forcing the play.

Contact: Explode out of your stance, Cheat up, if necessary. You must get there quickly to get around the tight end's block. Once around the tight end's block, you should get a frontal position on the defensive back. Should the tight end's block on the outside linebacker widen and obstruct your route outside, you must immediately go underneath that block and attack the defensive back from the inside. Once around or under that the end's block, you will stalk block the defensive back. If the DB reacts outside, we should kick him out. If he reacts inside, you should kick him in. Should the DB retreat, you should chase him down, numbers to numbers and knock him back. Should the DB try to penetrate, the back should cut him down. The harder the DB comes, the lower you should block him.

Common Faults:

1. Getting to the line of scrimmage too slow.
2. Not checking the alignment of the outside linebacker and defensive back.
3. Losing the DB to the inside.

Drill used to teach the block: Use the canvas strip to insure proper alignment. Set up big stationary dummies to show defensive alignments. The coach along with one player should use light bags, the coach showing the movement of the DB and the player showing the movement of the linebacker. The coach should react inside, outside or show the penetration move. The player with a light bag should show the corresponding move of the outside linebacker

STAY PROTECTION

Objective: To execute a double team block with our offensive tackle on the defensive end. (Ex: HB's assignment on 22-23 Z Hook)

Technique: Check the alignment of your linebacker on your pre-snap hook. Should he drop into coverage, you will now use "stay" protection.

Approach: As quickly as possible, you must determine the action of the linebacker. Once you are sure he is dropping into coverage, you now set inside of the offensive tackle, and be prepared to help him double on the defensive end. Should the end use an inside rush, the back will take the inside half of the end, pads under the end's pads. Should the end use an outside rush, the back will just set on the inside hip of the offensive tackle. If the end on that outside rush finally beats the offensive tackle and gets by him, the back must now sprint back from his position on the outside hip of the tackle and cut the defensive end before he gets to the quarterback.

Contact: Contact has to be made with your pads under the end's pads. It is a shoulder block. The block on the end when he takes the outside rush and beats the offensive blocker up field, is a cut-down block.

Common Faults:

1. Hesitating to step up and get on inside hip of tackle.
2. Not being firm enough when helping inside.

Drill used to teach the block: The canvas strip should be used to insure proper alignment. One player should be used to show the offensive tackle's block. The coach with a shield should show the defensive end's rush up field. Now the player will line up and on the snap of the ball, assuming that the linebacker drops into coverage, set inside of the player acting as the tackle and execute the stay technique.

BOUNCE BLOCK

Objective: To execute a partial block on a blitzer, stopping his momentum, then releasing on a flare route.

Technique: Check the alignment of your linebacker on your pre-snap look. Cheat up in your stance if necessary to carry out the technique. Recognize the defense in order to be able to take advantage of it. Be prepared not to get knocked around. You must be under control.

Approach: Release out of your stance quickly. Should the blitz occur, meet the blitzer as close to the line of scrimmage as possible. Aim down the middle of the man.

Contact: Take the man down the middle. Meet him flush and get him stopped. Force him outside of his rush lane, if possible. Upon contact you must have a good base, with bent knees. Once you have gotten him stopped, now release on your designated flare, looking immediately for the football. You must be strong at the point of attack.

Common Faults:

1. Not meeting the blitzer flush
2. Not maintaining control at contact.

Drill used to teach the block: The first drill will be set up as part of our warm-up routine. A coach will hold a shield and have the players advance, execute the bounce technique and then release on a close flare. Another drill will be one using the two man sled. Players will align behind the sled approximately five yards. On the snap, the back will release at one of the pads, execute the bounce technique and release on a designated route.

ROLL PASS PROTECTION BLOCK

Objective: To execute a stand-up pass protection block in the roll passing game. The block is used against a linebacker on the opposite end of the line of scrimmage in relationship to the back designated to do the blocking. (Ex. Roll Rt-Lt HB Corner, FB Flat)

Technique: Locate the linebacker on the far side of the line of scrimmage. Note his alignment to determine his responsibility. Cheat over, if necessary to clear the quarterback. Quickness across the backfield and to the point of attack is very important. Should the LBer drop into coverage, you should advance toward the line of scrimmage, get on the outside hip or the offensive tackle and help him with the defensive end.

Approach: Once you have crossed the backfield, be prepared to pick up a blitzing linebacker. Should he cross your face, kick him out. Should he come underneath your path, take him down on the pile. If he takes you down the middle, get your pads down, knees bent and an inside out position. Execute the pass block from there.

Contact: Contact should be made with your pads under the pads of the linebacker. The linebacker's rush path will be the determining factor as to which way we will block him. Our head will be inside on the linebacker, with our body in an inside out position. When we are helping with the offensive tackle's block, the head should be on the outside and now we should be making contact with our inside shoulder. The harder the linebacker comes, the lower we should block him.

Drill used to teach the block: This drill will be set up using the canvas strip. Stand-up dummies will be used to show the defensive alignment. The coach can act as the linebacker along with one player to act as the defensive end. The back along with a quarterback will line up and execute a roll pass. The coach will use a shield to show the different charges of a blitzing linebacker and have the back adjust and get in the proper position. The coach will drop into coverage and the back will get across and get up on the outside hip of the offensive tackle and help the tackle on the defensive end. Later this drill will be set up using the linebacker corp with backs going about three quarter speed.

## LEAD BLOCK

Objective: To execute a running shoulder block on an inside linebacker. (Ex. 44-45 Lead Draw)

Technique: On your pre-snap look, recognize the defensive front. Key the alignment of defensive personnel to determine possible charges. Versus a 43 defense, key the "M" backer and defensive tackle for tips. Versus a 34 defense, key the alignment of the defensive end and outside linebacker for tips.

Approach: Explode out of your stance. Your job is to block the outside linebacker Vs. a 43 Defense and inside linebacker Vs. a 34 Defense. Against a 43 Defense you should aim for the Butt of the Offensive Tackle. Against a 34 Defense, you should aim for the Butt on the Offensive Guard. Vs. the 43 Defense, the back should lkead thru the Guard-Tackle gap unless the outside linebacker Dogs. Should he Dog, approach him quickly and get him blocked. Vs. a 34 Defense, the Guard and Tackle will turn out, so lead thru Guard position.

Contact: Contact with the linebacker normally will be made with half the helmet and inside shoulder on the up field shoulder of the man. You must get your pads under his pads. If the linebacker attempts to penetrate, you should cut him down. The harder he comes, the lower you should block him. Should a defensive tackle or defensive end attempt penetration, cut them down. Now if we get a defensive tackle or end charging into that gap, but does not get penetration, we then avoid him and get up on your original assignment which is the linebacker.

Common Faults:

1. Lack of intensity
2. Twisting shoulders.
3. Poor base.

Dril used to teach the block: The drill should be set up using the canvas strip for alignment. Use standup dummies to show defensive alignment. The coach along with one player with light bags must show all of the possible moves by a defensive tackle and "M" linebacker in a 43 defense and an inside linebacker and defensive end in a 34 defense.

# RECEIVER BLOCKING ASSIGNMENTS

| BASIC RUNS | X ASSIGNMENT | X SPLIT | Z ASSIGNMENT | Z SPLIT | Y ASSIGNMENT |
|---|---|---|---|---|---|
| 16 - 17 Power | DF #2 | ORR | Force | ORR | Trey |
| [illegible] | DF #2 | ORR | 2nd Force | | [illegible] |
| 18 - 19 Bob | DF #2 | ORR | 2nd Force | NOR | Rub |
| 30 - 31 HB Man | DF #1 | NOR | DF #1 | NOR | Drive |
| 30 - 31 FB Man | DF #1 | NOR | DF #1 | NOR | Drive |
| 38F- 39 F | DF #2 | ORR | 2nd Force | NOR | Reach |
| 40 - 41 Draw Trap | DF #1 | NOR | DF #1 | NOR | 30 MAC 40 STUD |
| 42 - 43 Draw | DF #1 | NOR | DF #1 | NOR | Drive |
| 42 - 43 Draw Weak | DF #1 | NOR | DF #1 | NOR | Drive |
| 44 - 45 Lead Draw | DF #1 | NOR | DF #1 | NOR | Drive |
| 44 - 45 Lead Draw Strong | DF #1 | NOR | DF #1 | NOR | Stack DF #2 |
| 48 - 49 Draw | Force | ORR | DF #1 | NOR | Drive |
| 48 - 49 Draw Strong | DF #1 | NOR | DF #1 | NOR | Stalk DF #2 |
| 46 - 47 OT | DF #2 | ORR | Force | ORR | King |
| 62 - 63 CTR | DF #1 | NOR | DF #1 | NOR | Drive |
| 64 - 65 | DF #1 | NOR | DF #1 | NOR | Cut Off |
| 64 - 65 Strong | DF #2 | ORR | 2nd Force | NOR | Drive |
| 64 - 65 Release | DF #2 | ORR | 2nd Force | NOR | Stalk Force |
| 66 - 67 | DF #2 | ORR | Force | ORR | Drive |
| 68 - 69 | Force | ORR | DF #2 | ORR | Cut Off |
| 68 - 69 Strong | DF #2 | ORR | 2nd Force | NOR | Reach |
| 68 - 69 Release | DF #2 | ORR | 2nd Force | NOR | Stalk Force |
| 68 - 69 Flip | Force | ORR | DF #2 | ORR | Cut Off |
| 68 - 69 Toss | DF #2 | ORR | 2nd Force | NOR | Reach |
| 68 - 69 Toss Release | DF #2 | ORR | 2nd Force | NOR | Stalk Force |

| [illegible] | X ASSIGNMENT | X SPLIT | Z ASSIGNMENT | Z SPLIT | Y ASSIGMENT |
|---|---|---|---|---|---|
| 90 - 91 "OH" | DF #1 | NOR | DF #1 | NOR | Stalk DF #2 |
| 90 - 91 "OH" Weak | DF #1 | NOR | DF #1 | NOR | Cut Off |
| 92 - 93 Counter | DF #1 | NOR | DF #1 | NOR | Drive |
| 96 - 97 | DF #1 | NOR | 1st Force | ORR | Drive |
| 98 - 99 Slant | Force | ORR | DF #2 | ORR | Cut Off |
| 98 - 99 Slant Strong | DF #2 | ORR | 2nd Force | NOR | Drive |
| 98 - 99 Toss | DF #2 | ORR | 2nd Force | NOR | Reach |
| 98 - 99 Flip | Force | ORR | DF #2 | ORR | Cut Off |
| 98 - 99 Pitch | DF #2 | ORR | Crack Stub | ORR | Down |
| SPECIALS | | | | | |
| X Reverse RT Fake 99 Flip (Green) | DF #2 | NOR | DF #2 | NOR | Cut Off |
| X Reverse RT Fake 69 Flip (Brown) | DF #2 | NOR | DF #2 | NOR | Cut Off |
| Z Reverse LT Fake 98 68 Toss(Green)(Blue) | DF #2 | NOR | DF #2 | NOR | Reach |
| HB Qk Reverse Rt Fake 65 (Deuce) | DF #2 | NOR | DF #2 | NOR | Cut Off |
| X Qk Reverse Rt Fake 69 (Brown) | DF #2 | NOR | DF #2 | NOR | Cut Off |
| Y Reverse Lt Fake 66 (Brown) | DF #2 | NOR | DF #2 | NOR | Reverse |

# WIDE RECEIVER BLOCKING

Attitude: The success of our outside running game and the number of runs over 10 yards depends a great deal upon the execution of our perimeter blocks by the WR'S. The following are some important reminders:

1. You are very important in our running game, and you must approach your job with this in mind.
2. The effectiveness of our running game will improve our play-action passes. Effort and speed on running plays will help you get open when we fake the run and throw play action passes.
3. It requires concentration, self-discipline, willingness to pay the price, and personal pride geared to perfection.

Know your offense: have a good knowledge of every play in our attack, especially the wide and off tackle plays in which you have key blocking assignments.

1. Know your assignment and adjustment at the point of attack.
2. Pay particular attention to the game plan when plays are set up to block individual defenders, a defense, or situation.
3. Most of all, know your job thoroughly. Know what, when, why, and how you are to do your job.

Know your opponent: anticipating what a defender is going to do is essential. Analyze each player and know his tendencies, by film study each week:

Basic Check List

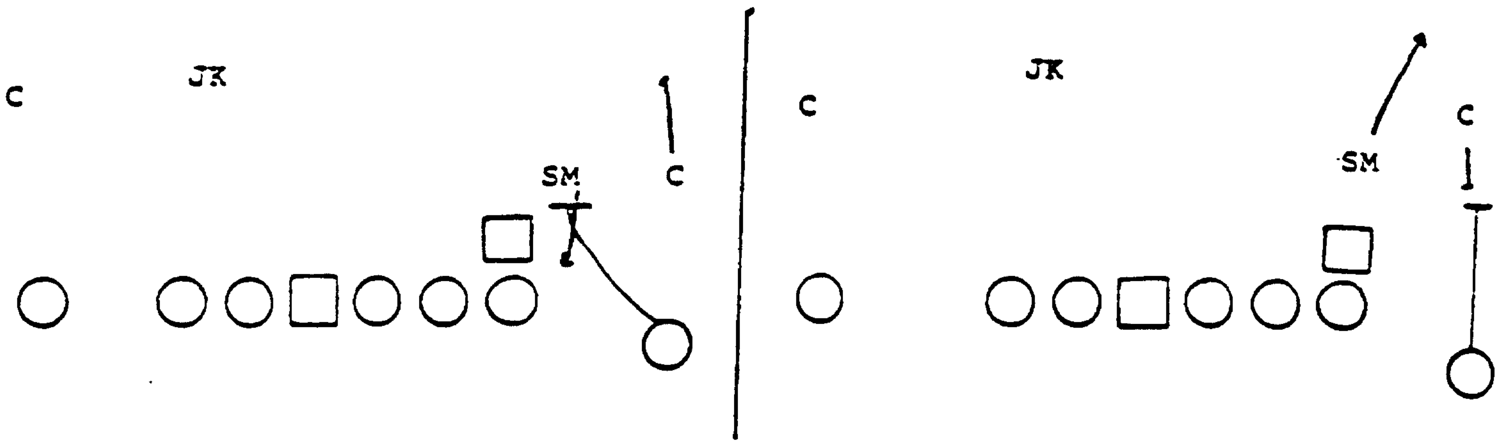
1. P.S.L. (Pre-snap look) - look for keys or tip-offs before the snap.

2. Have proper split so you can carry out your assignment.
3. Proper angle of departure - anticipate defender's pursuit angle.
4. R.O.M. (read on the move) so you can adjust to changes in force.
5. Contact - knees bent, head up and feet under you. Most WR techniques are position-type blocks that require timing, balance, and contact at crucial times.

WR Blocks/Blocking Terms

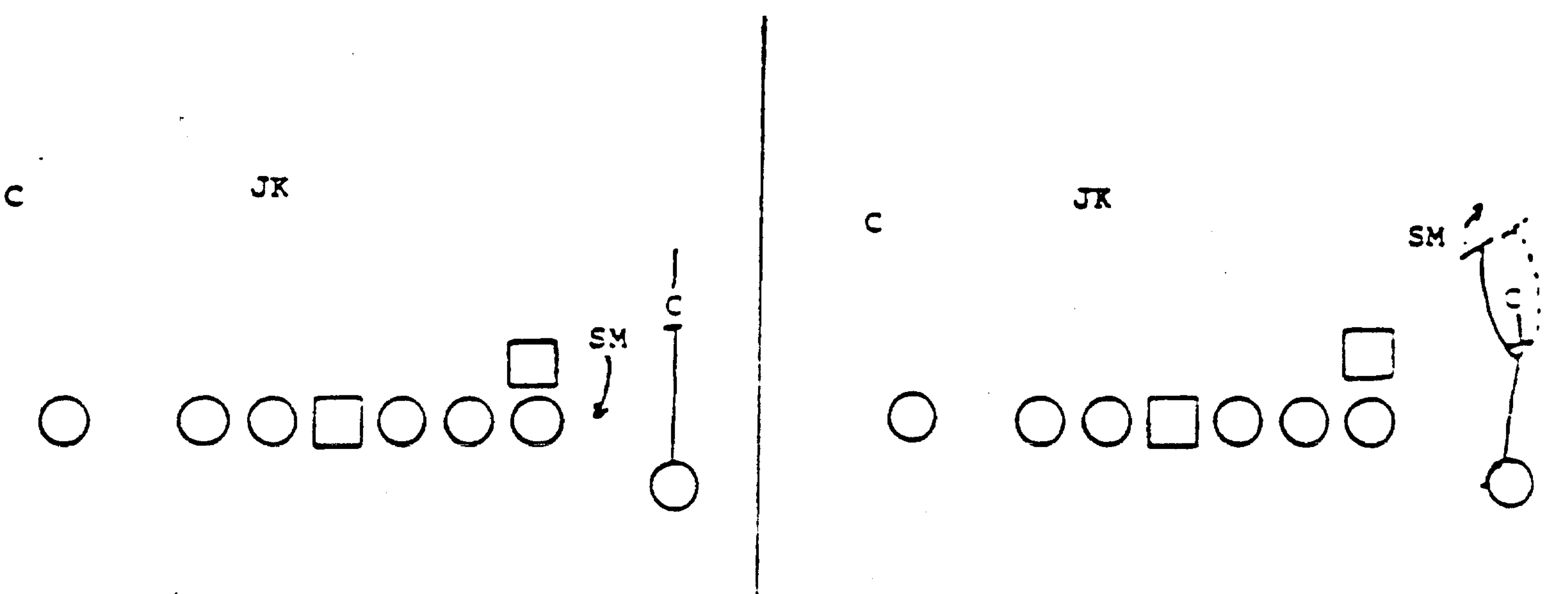
1. Cleo = Corner Force
2. SAM = Safety Force
3. FORCE _ Corner/Safety primary run support

Example:



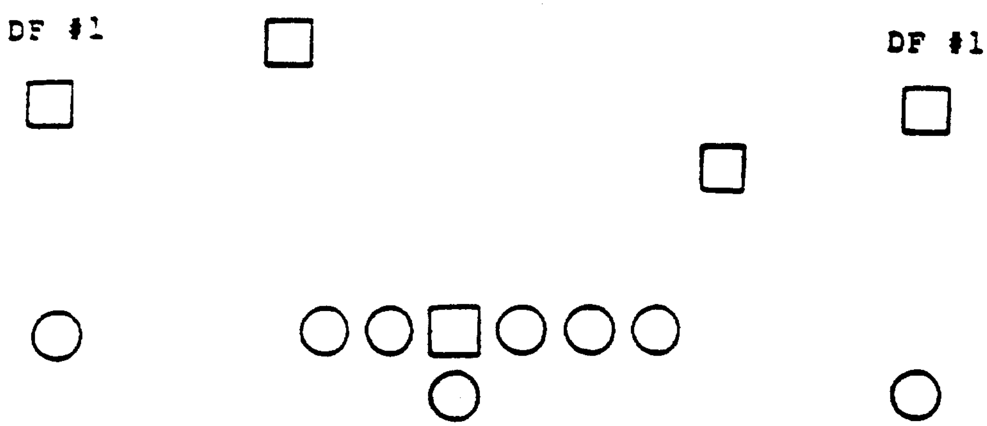

4. 2nd Force - Corner/Safety Secondary run Support

Example:



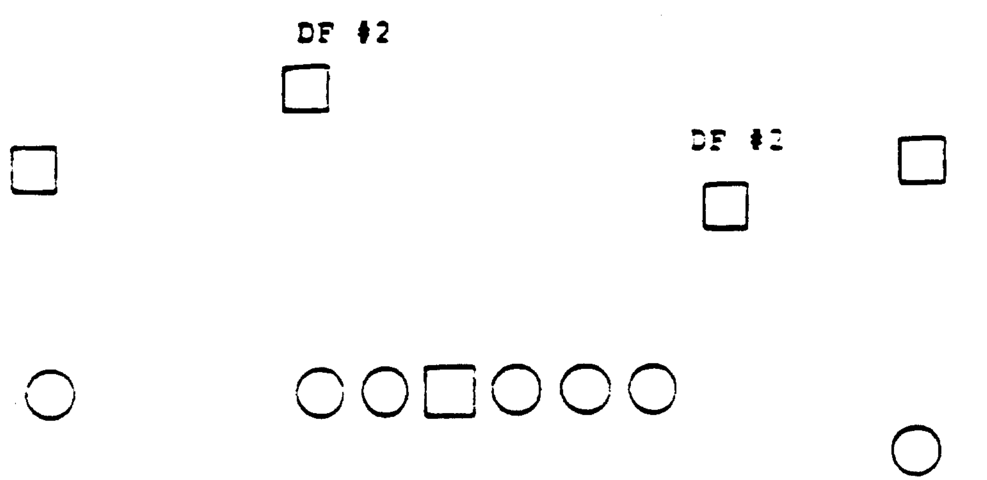
5. <u>Downfield #1 (DF#1)</u> Term used for secondary people only. This term Means: The first defensive back from the sideline is considered <u>DF #1</u>.

Example:




6. <u>Downfield #2 (DF #2)</u> Term used for secondary people only. This term means: The second Defensive Back from the sideline in is considered <u>DF #2</u>.

Example:



## Receiver Blocks/Blocking Terms

1. Stalk Block - Receiver block man to man with defender. Technique is a basketball shadow technique never cross your feet over each other. Maintain until play is over. Finish!

2. Cut Block - Throw body at defenders legs. Throw through the body not at the ankles.

3. Crack-Block - Receiver comes down the L.O.S. and runs through the secondary or linebacker denoted by play.(Don't miss).

4. Drive - Block(TE/X) take a middle of number target and drives defender straight back.. Wide base - you must finish.

5. Cutoff(TE/X) - A block to keep a defender from pursuing-- use the inside hip as a target.

6. Reach(TE/X) - Block man over iwth an athletic block. Outside number target and maintain block to sideline. Don't hook - try to get defender off the ball and finish.

7. Slow(TE/X) - block called at L.O.S. to alert tackle that you're in position to help with cross stunts or blitz.(area block). Technique: inside foot set back and in on snap. Hands high with good punch and pass protection technique.

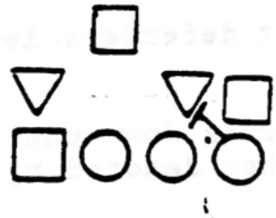
8. Stay(TE/X) - block that alerts the tackle taht on slow block the T.E. will not release. T.E. will check backer then help tackle with D.E.

9. AXE(TE/X) - block down on D.E. with hat in front. Tackle will take normal pass set and check OSLB.

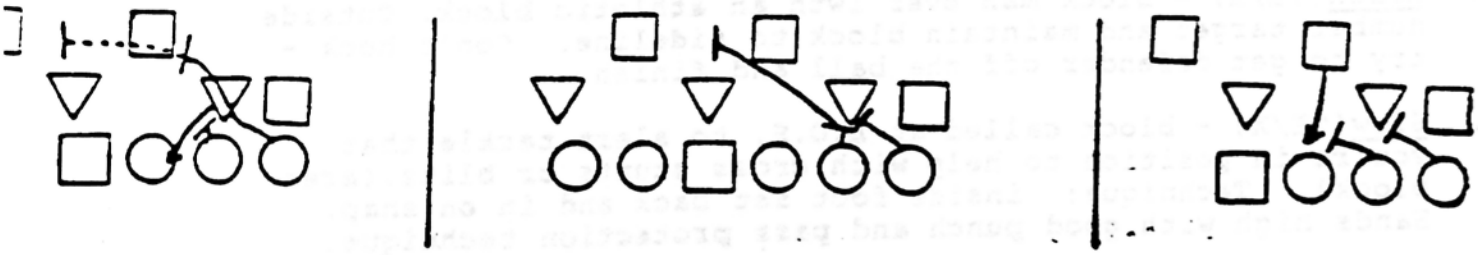
10. Combo(TE/X) - cut off D.E. to allow O.T. to pick off pursuit. (slip block).

# TE/X Tight/HB

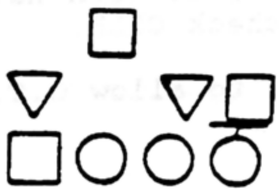
Down Block - Term which is used for TE or Tight X to block first man inside.



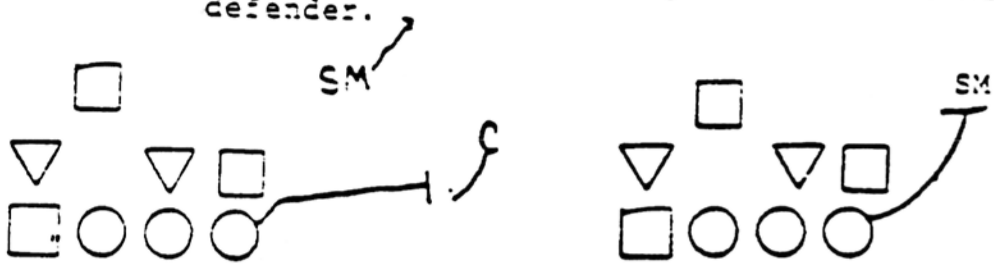
King Block - Term which is used for TE or Tight X or HB to block in combination with tackle responsible for 2 defenders usually the End & Rover or Mike.



Solid - Term which is used for TE or Tight X or HB to determine a blocking scheme of blocking man over him with the drive block.



Stalk - Type block used for TE or Tight X or HB to block a secondary defender.



# BASIC RUNS

| PLAY | FORMATIONS |
|---|---|
| - 15 Lead "O" | (Red) |
| - 15 Wham | (Red, Green, Brown, Trey) |
| - 17 Power | (Red) |
| - 19 Bob | (Red) |
| - 19 Log | (Deuce) |
| - 31 HB Man | (Red) |
| - 31 FB Man | (Red U) |
| - 39 Take | (Brown, Deuce) |
| - 39 Streak | (Red) |
| - 39 Pitch | (Trey) |
| - 41 Draw Trap | (Red) |
| - 41 Draw | (Red, Brown, Green) |
| - 41 Draw Weak | (Red, Brown) |
| - 45 Lead Draw | (Red, Green) |
| - 45 Lead Draw Strong | (Red, Green) |
| - 47 OT | (Brown, Green) |
| - 41 QB Draw | (Red) |
| - 63 CTR | (Brown) |
| - 65 | (Brown) |
| - 65 Strong | (Blue) |
| - 65 Release | (Blue) |
| - 67 | (Brown) |
| - 69 | (Brown) |
| - 69 Strong | (Blue) |
| - 69 Release | (Blue) |
| - 69 Flip | (Brown) |
| - 69 Toss | (Blue) |
| - 69 Toss Release | (Blue) |
| - 91 "OH" | (Brown, Red) |
| - 91 "OH" Weak | (Blue) |
| - 93 Counter | (Green, Brown) |
| - 97 | (Green, Brown) |
| - 99 Slant | (Green) |
| - 99 Slant Strong | (Green) |
| - 99 Toss | (Green) |
| - 99 Flip | (Green) |
| - 99 F | (Brown, Green) |

**SPECIALS**

X Reverse RT Fake 99 Flip (Green)

X Reverse RT Fake 69 Flip (Brown)

Z Reverse LT Fake 98 68 Toss (Green)(Blue)

HB QK Reverse RT Fake 65 (Deuce)

X QK Reverse RT Fake 69 (Brown)

Y Reverse LT Fake 66 (Brown)

**Check With Me Runs**

18 - 19 Log

38 - 39 F

40 - 41 Draw Trap

46 - 47 OT

48 - 49 Draw

64 - 65

68 - 69

68 - 69 Flip

68 - 69 Toss

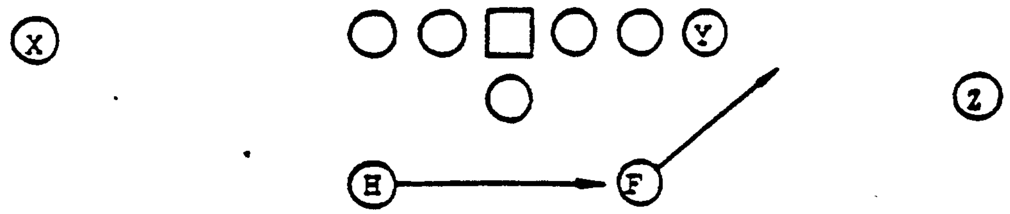
(Solid Blocking for TE/U is Basic in Blocking Scheme.)

(Release - Called when TE/U/or Tight "X" Will Stalk Block).

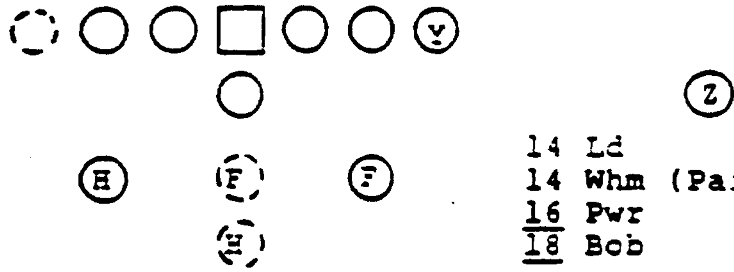
.) Backfield full flow.

!) Ball carrier off tackle or outside.

!) QB opens with back to move



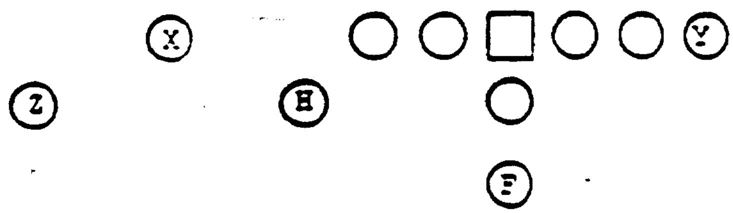
Back Sets



/Tight 15 Ld. Wk.
/Tight 15 Whm Wk.
--17 Pwr Wk
--19 Bob Wk.

14 Ld
14 Whm (Pair/Y Qk)
16 Pwr
18 Bob

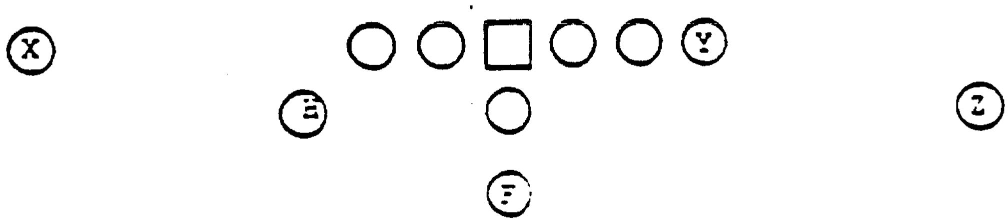
ce



/Tight 15 Whm Wk--H QK
/Rover 19 Log

18 - Log

euce



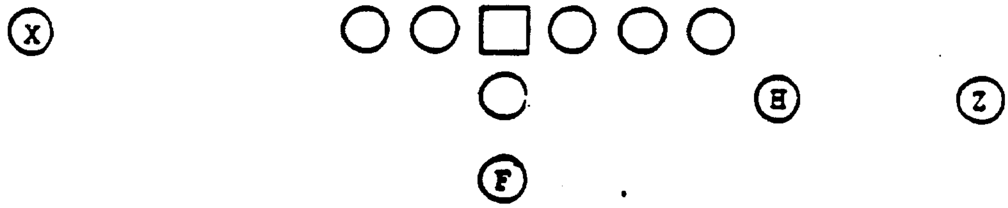
Tight 15 Whm--H Qk
Rover 19 Log Wk.

18 - Log (Cwm)

TEEN SERIES RUNS

BY FORMATION

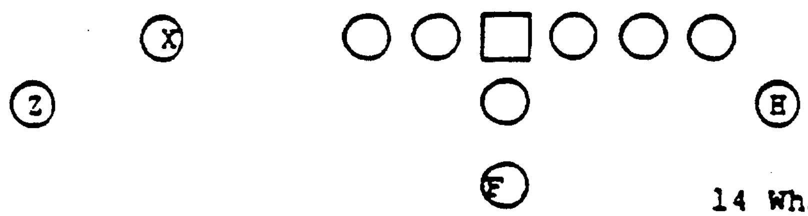
## Trey




U 19 Log Wk

14 Wham-- H Qk
16 Power--H Opp

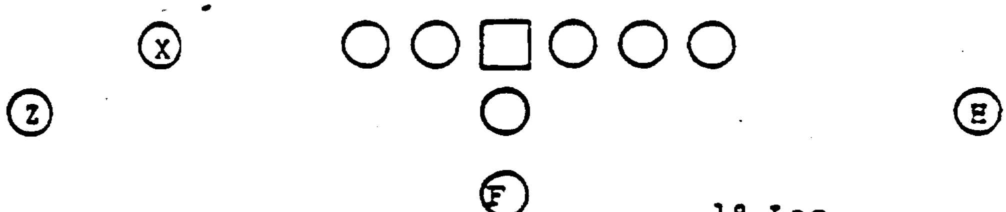
## Flank




U 19 Log

14 Wham--H Qk
16 Power-H Opp.
18 Log

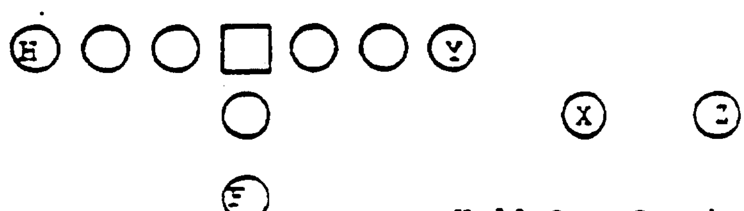
## Flex




U 19 Log

18 Log

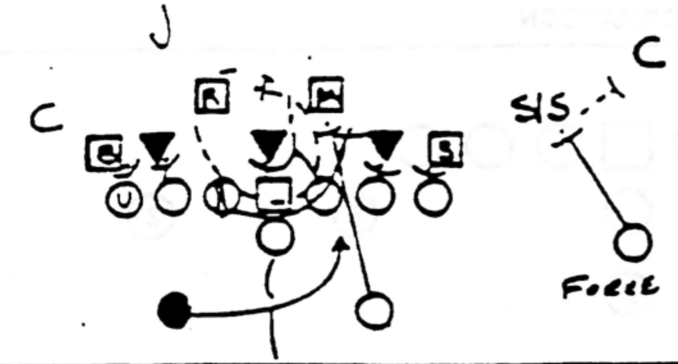
## Twins




Rover 19 Log

U 18 Log Crack

30




RED RT

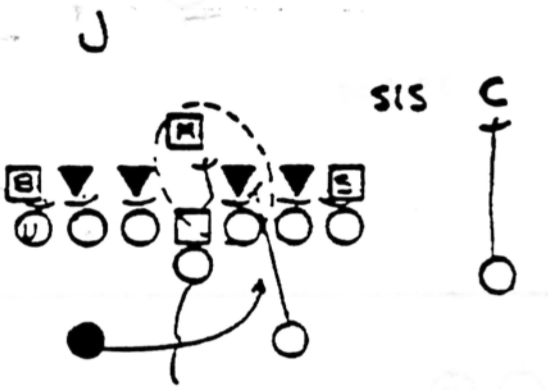
PLAY: 14/15 LEAD C

GOOD SPLITS
EXPLODE OFF BALL

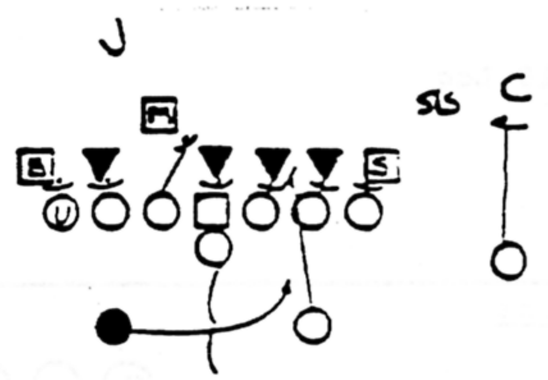
FB - VS 30 ALERT FOR DE COMING INSIDE - WORK OUTSIDE AND BLOCK "M".

| | |
|---|---|
| Y | # MAN OVER. PROTECT PLAYSIDE. |
| ON T | # MAN OVER YOU. V. ODD BUBBLE: ON G WILL WORK W/YOU ON DE PINCH. |
| ON G | # MAN OVER. V BUBBLE OVER YOU, BLOCK DOWN ON NT V. 30 RUB ON ROVER. |
| CENTER | # MAN OVER. POSS: CHOKE # |
| OFF G - | # MAN OVER. V. EVEN: (POSS: CHOKE #). V. BUBBLE OVER ON O.G. PULL LEAD ON LBER OVER ON G |
| OFF T - | # MAN OVER YOU |
| X | - TITE - # MAN OVER U # MAN OVER |
| Z | - BLOCK FORCE |
| HB | - BALL CARRIER |
| FB | - BLOCK M W/OFF GUARD - VS COVERED - WHAM HIM |
| QB | - GET BALL TO HB DEEP. OPEN TO HOLE VS GREEN - AWAY FROM HOLE VS RED OR BROWN. |

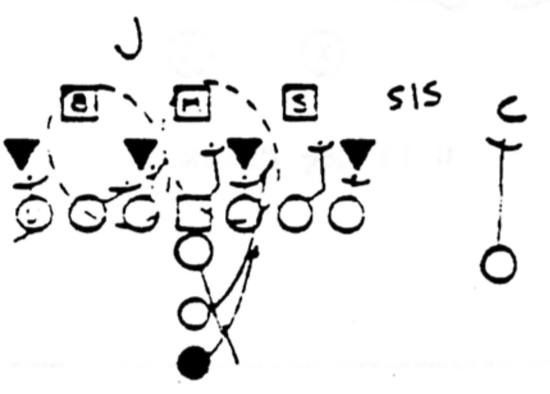
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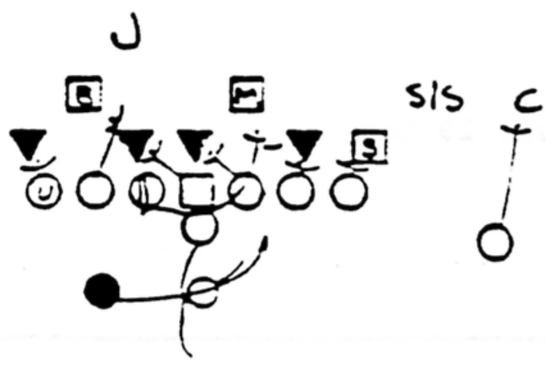

OVER



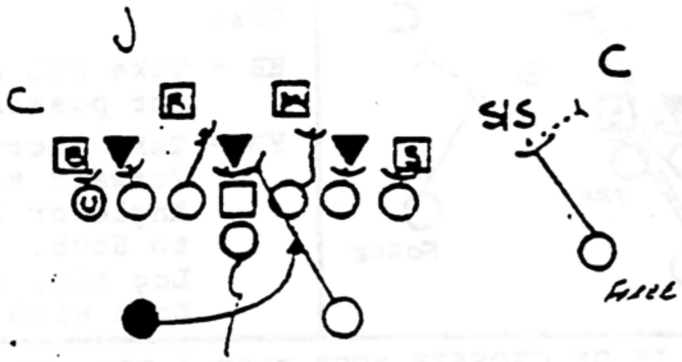

4LS




UNDER L



30



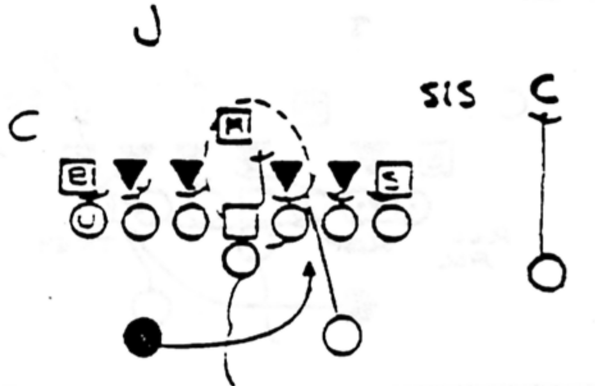

RED RT

PLAY: 14/15 WHAM

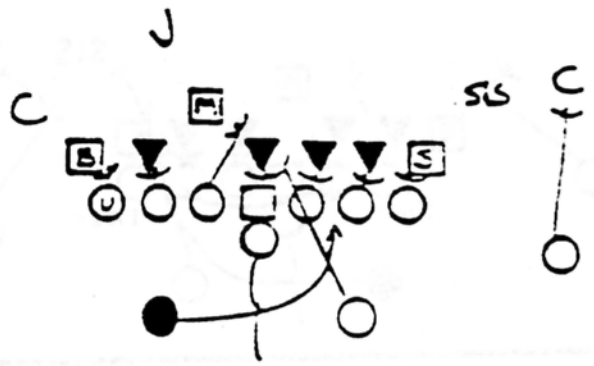
FB: MAKE GOOD DECISIONS. OFF. LINE EXPLODE OFF L.O.S.

| | |
|---|---|
| Y | -# MAN OVER. PROTECT PLAYSIDE. |
| ON T | -# MAN OVER. V.ODD BUBBLE; ON G WILL DBL W/YOU IF DE PINCHES |
| ON G | -# MAN OVER. COVERED, YOU ARE KEY BLOCKER. V. ODD-BUBBLE. WORK W/ON T ON DE PINCH |
| CENTER | - # MAN OVER. UNCOVERED, STEP PLAYSIDE ON GET OFF. |
| OFF G | - # MAN OVER. TAKE GOOD ANGLE V. BUBBLE |
| OFF T | - # MAN OVER. V. 4LS OR UNDER SWAP #. |
| X | -TITE # MAN OVER. U - # MAN OVER |
| Z | -BLOCK FORCE |
| HB | -BALL CARRIER |
| FB | -VS 4-3 AREA BLOCK W/G VS 30 AREA BLOCK W/C |
| QB | -GET BALL TO TB DEEP. OPEN TO HOLE VS GREEN - AWAY FROM HOLE VS RED/BROWN. |

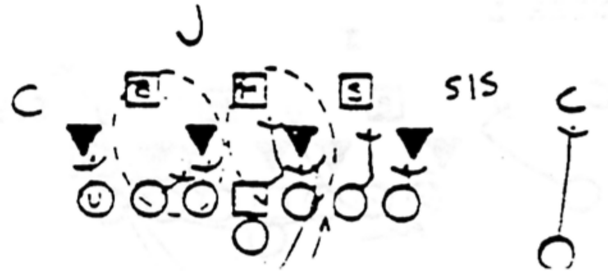
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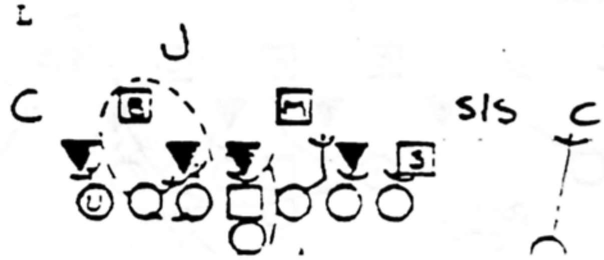

OVER



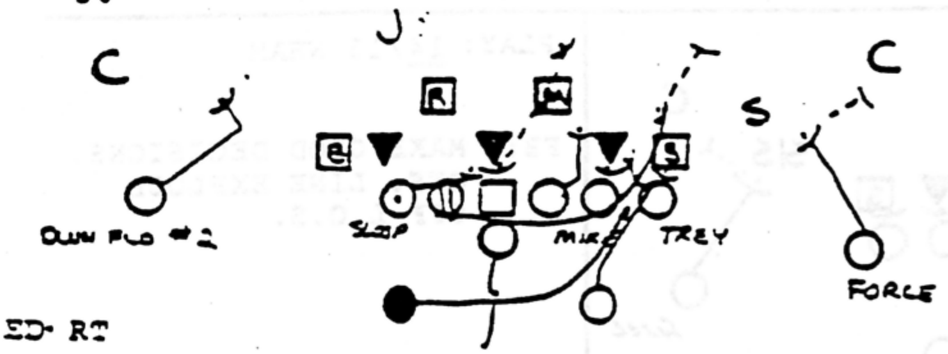

4LS




UNDER L



30




PLAY: 16/17 POWER

CPs:

HB - Take PSL at Stub for possible action.

FB - Take Short Step Forward to Improve Angle or Approach to Stub. Alert to Log him, if he steps Down with Y.

Y - TREY #. 4LS, # DOWN - IF DE CROSSES YOUR FACE # HIM, IF DE WORKS OUTSIDE # STUB

ON T - TREY #. 4LS, DEUCE #

ON G - UNCOVERED, MIKE #. COVERED # MAN. 4LS, DEUCE #.

CENTER - COVERED, # MAN. UNCOVERED, # BACK. 4LS, # BACK, POSSIBLE "COW" CAL[L]

OFF G - O PULL.

OFF T - PULLING O.G. UNCOVERED, SLOOP #. 40 DEF, SIFT # (U FORMATION CUT OFF #). 4LS DEF. PULL FOR BUCK-POSSIBLE COW CALL.

X DOWNFIELD BLOCK 2. TIGHT, PULLING O.G. UNCOVERED, PULL FILL. 40 DEF. CUT OFF # - POSSIBLE COMBO #. 4LS, CUT OFF #.

Z BLOCK FORCE

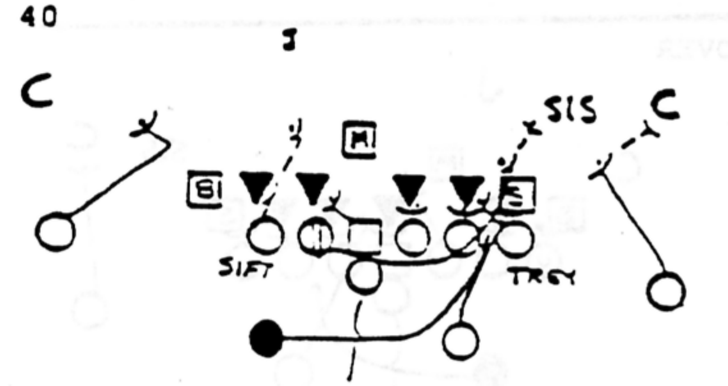
U- BLOCK X TIGHT RULE.

HB BALL CARRIER - READ FB's BLOCK ON StUB. STAY ON BACKSIDE HIP OF PULLING GUARD.

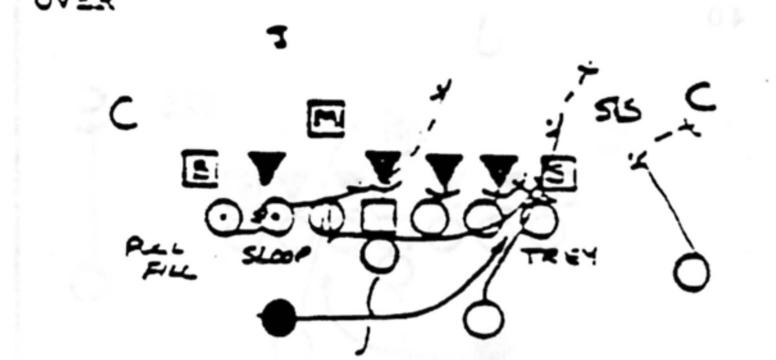
FB BLOCK STUB - STUB AREA

QB OPEN TO HB - HAND OFF.

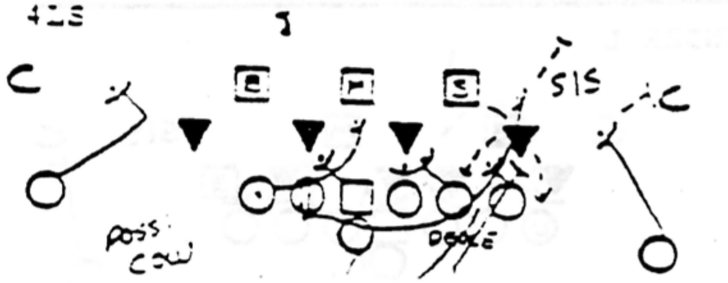
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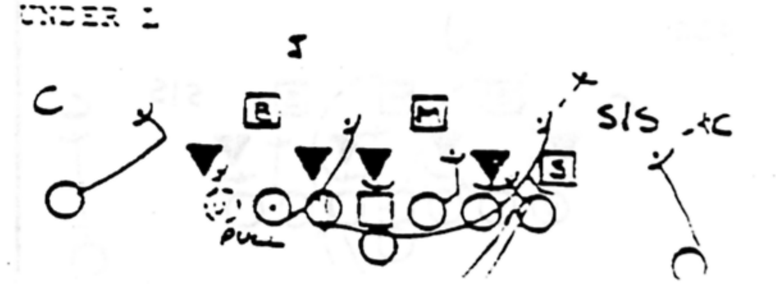

OVER



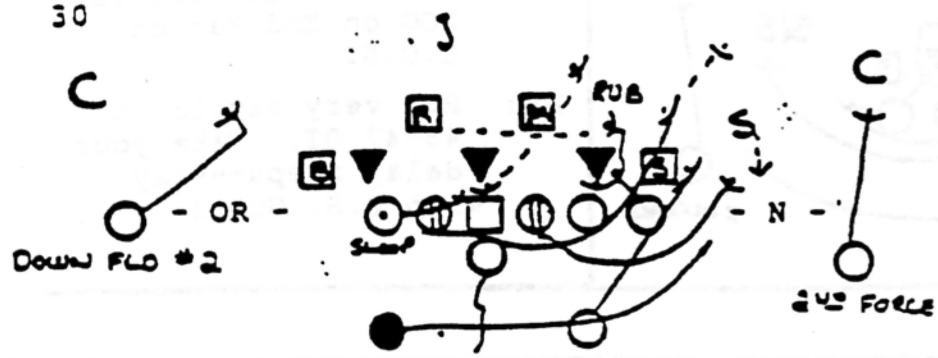

4LS




UNDER 2



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PLAY: 18/19 BOB

CPs:

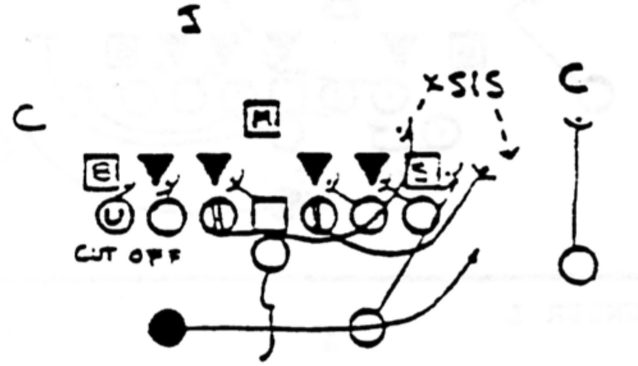
HB: Take PSL at Stub for possible action.

FB: Must get to Stub as Quickly as Possible.

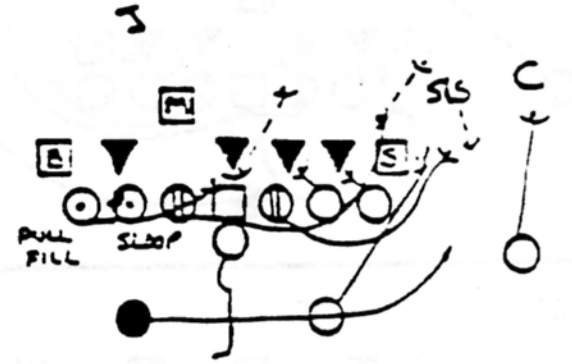
RED RT

| | |
|---|---|
| Y - | # DOWN. V ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBers. |
| ON T - | ON G COVERED: # DOWN V. ODD BUBBLE: DBL TEAM W/Y |
| ON G - | PULL, # FIRST FORCE - ALERT MESH SITUATION WITH FB. |
| CENTER - | UNCOVERED: # BACK. COVERED # MAN OVER - POSSIBLE "COW" CALL V. 4LS. |
| OFF G - | O PULL. LOOK FOR MLBER UNDERNEATH - TAKE FIRST OPENING. |
| OFF T - | SIFT #V. 40 DEF. SLOOP #V. 30; OVER; OVERSTACK. PULL V. UNDER ALERT FOR "COW" CALL V. 4LS. |
| X - | DOWNFIELD #2. TIGHT, PULLING O.G. UNCOVERED, PULL FILL. 40 DEF. CUT OFF # - POSSIBLE COMBO # 4LS. CUT OFF #. |
| Z - | BLOCK 2ND FORCE U-BLOCK X TIGHT RULE |
| HB - | BALL CARRIER - READ FB's BLOCK. STAY WITH FRONT GUARD AS LONG AS POSSIBLE. |
| FB - | BLOCK STUB - STUB AREA |
| QB - | OPEN TO HB - HAND OFF |

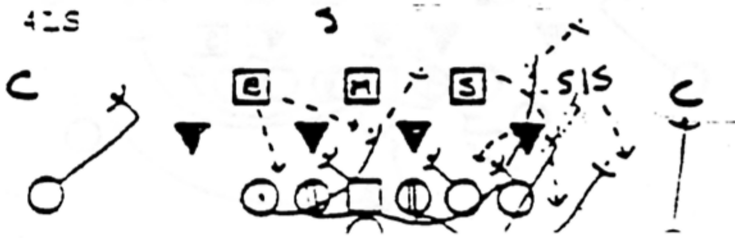
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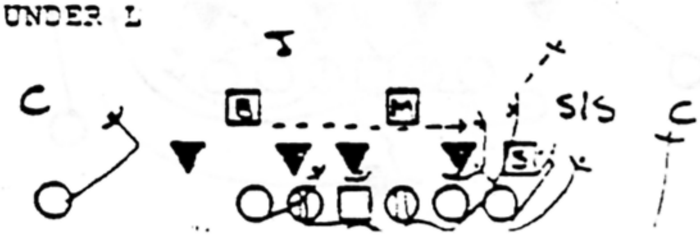

OVER



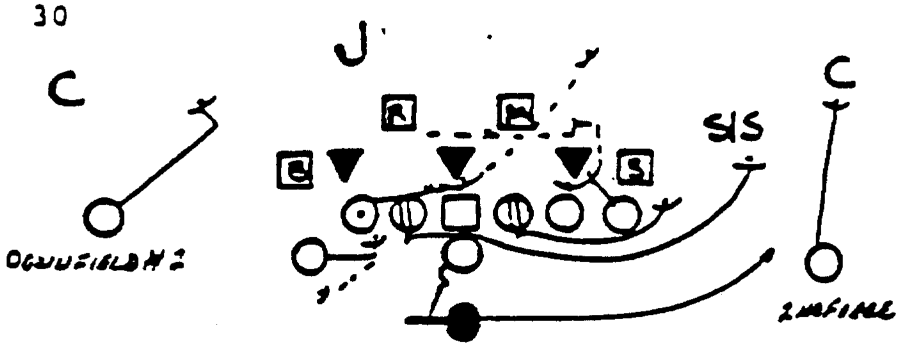

4LS




UNDER 1



30




PLAY: 18/19 LOG

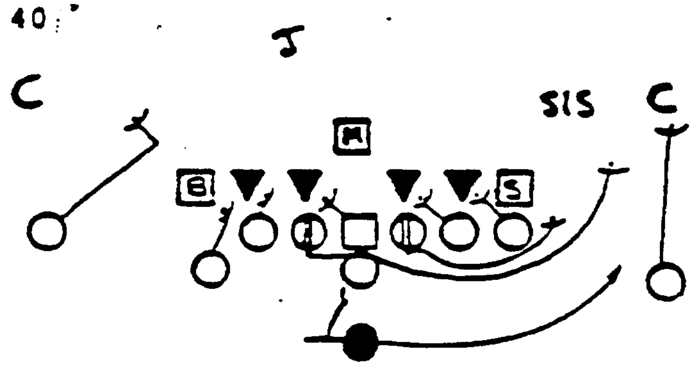
C.P: Onside O.G. Pull for LOG on End Man on L.O.S.

FB: Run very similar to 46-47 OT. Take your delay steps--stay with B.S. Guard

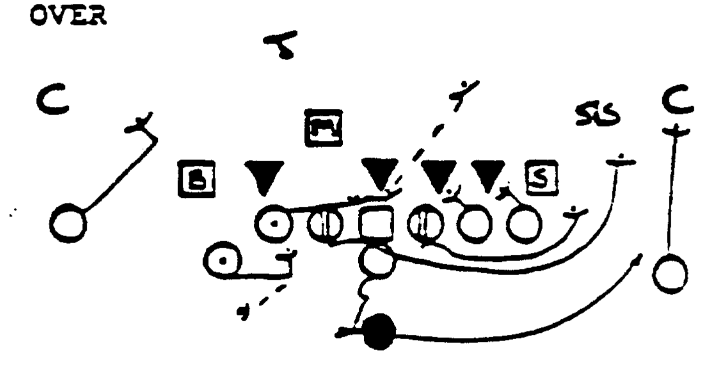
DEUCE RT

| | |
|---|---|
| Y | #18/19 BOB |
| ON T | #18/19 BOB |
| ON G | PULL, LOG END MAN ON L.O.S. |
| CENTER | #18/19 BOB |
| OFF G | - PULL, BLOCK FORCE |
| OFF T | - #18/19 BOB |
| X | DOWNFIELD #2 |
| Z | #2nd FORCE |
| HB | PULL, FILL, CUT BS D.E. |
| FB | USE SAME STEPS AND TECH AS 46-47OT. STAY WITH B.S. GUARD. |
| QB | OPEN WITH BACK TO HOLE. SAME AS 46-47OT. |

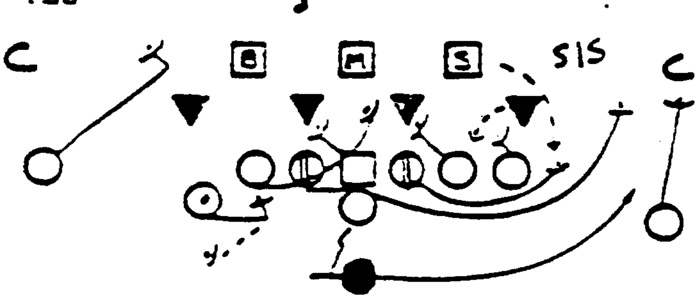
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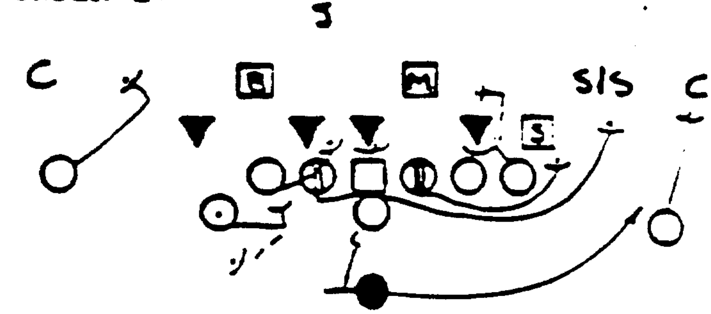

OVER




42S

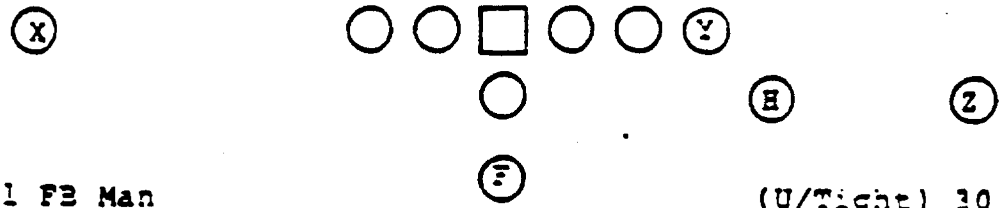



UNDER L



# THIRTY SERIES RUNS
## BY FORMATION

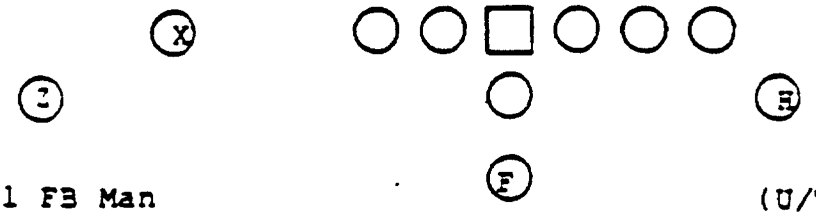
**Trev**



U/Tight 31 FB Man
U 39 Take Wk
U 39 Streak Wk

(U/Tight) 30 FB Man
38 Pitch

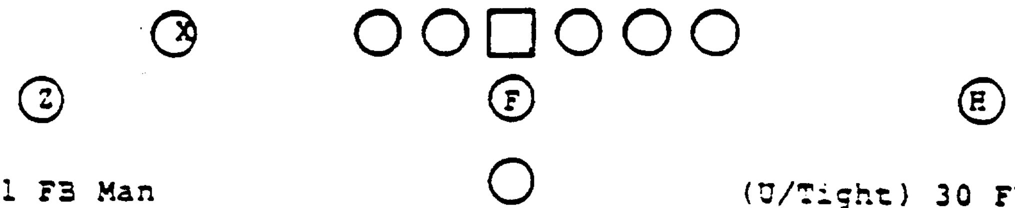
**Flank**



U/Tight 31 FB Man
U 39 Take Wk
U 39 Streak Weak

(U/Tight) 30 FB Man
38 Pitch

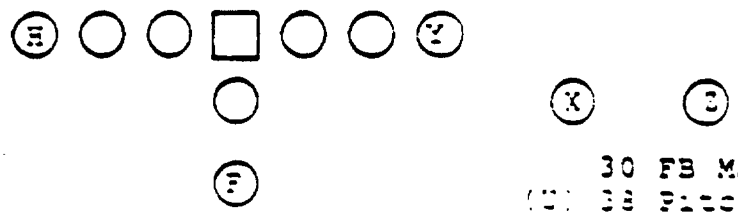
**Flex**



U/Tight 31 FB Man
U 39 Take Wk
U 39 Streak Weak

(U/Tight) 30 FB Man
38 Take
38 Pitch--E Short
38 Streak
38 Cut Strong Y Opp

**Twins**



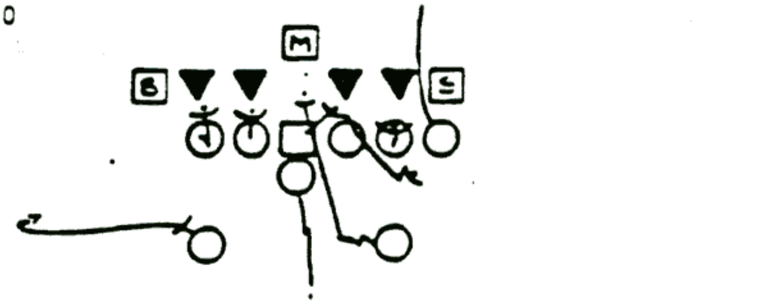
31 FB Man
Rover 39 Take Wk

30 FB Man
(U) 38 Pitch X Short
(U) 38 Streak

PROTECTION: Run Pass 42/43 Draw
Aggressive Pass - Pro.
With O Line Responsible
For Stub. FB Pick-Up
MLB. HB Chk. Buck -
Release.

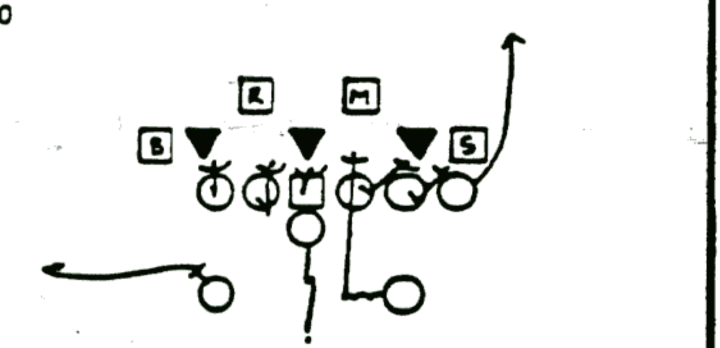
QB:
FK Draw 5 Steps or 7
Steps

40

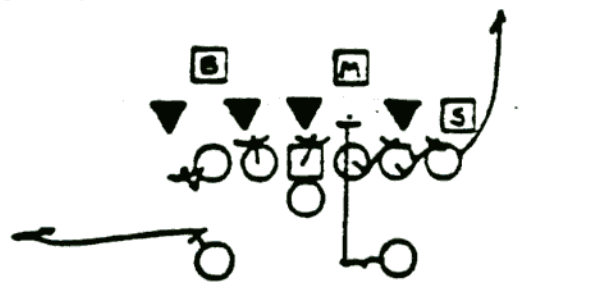


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | "YOU" "ME" | EVEN: # DT PLAYSIDE VS 30, UNDER: # MAN OVER YOU |
| T GUARD | | ONSIDE - VS EVEN: STIFF DT PICK-UP STUB VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YO |
| T GUARD | | ONSIDE - VS EVEN: STIFF DT PICK-UP STUB VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YO |
| T TACKLE | | ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, UNDER: FAN # END MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L) |
| T TACKLE | | ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, UNDER: FAN # END MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L) |
| | | RELEASE RUN PATTERN CALLED |
| B | | CHECK BUCK - RELEASE |
| B | | PICK-UP MLB |

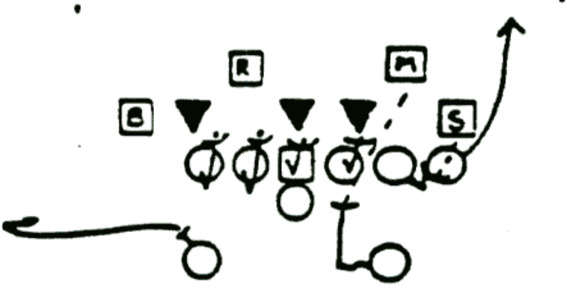
0



UNDER L



VER

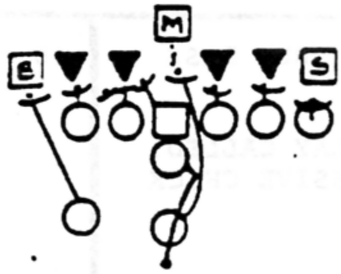




PROTECTION: Run Pass 60/61 Play Action. FG Aggressive Block MLB. HB Aggressive Block Buck if He Comes Outside. Y Block Man Over You.

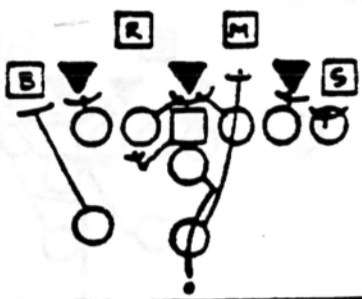
QB:
Open Behind Center.
3 Steps or 5 Steps

40

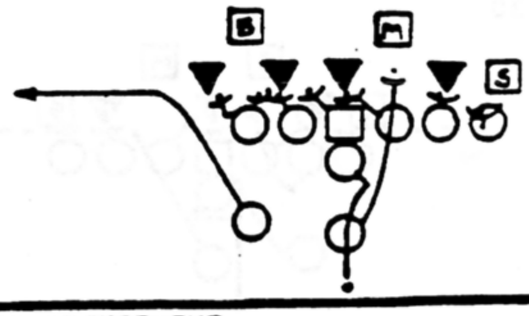



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED # BACK - GUARD WILL STIFF ARM TACKLE COVERED W/BOTH GUARDS UNCOVERED, PROTECT G-T GAP AWAY |
| RT GUARD | | UNCOVERED # DOWN: COVERED # MAN OVER |
| LT GUARD | | UNCOVERED # DOWN - POSS: SLIDE TO PROTECT YOUR G-T GAP AWAY COVERED 40 STIFF ARM MAN PROTECT T-G GAP AWAY |
| RT TACKLE | | # MAN OVER. PROTECT INSIDE |
| LT TACKLE | | # MAN OVER, PROTECT INSIDE - UNDER, # MAN ON L.O.S. |
| Y | | # MAN OVER, PROTECT INSIDE |
| HB | | BLOCK BUCK, BACKER, <u>ONLY</u> IF HE COMES OUTSIDE - IF NOT, RELEA |
| FB | | FAKE 60-61 BLOCK MAC. ALERT FOR SOLID CALL |

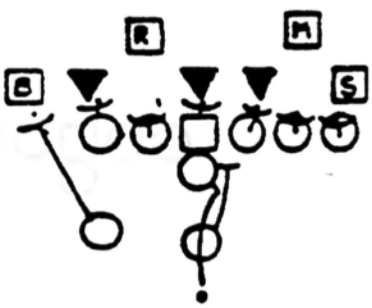
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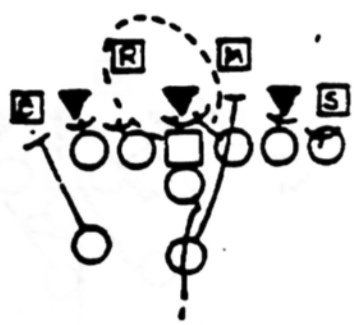

UNDER L




OVER



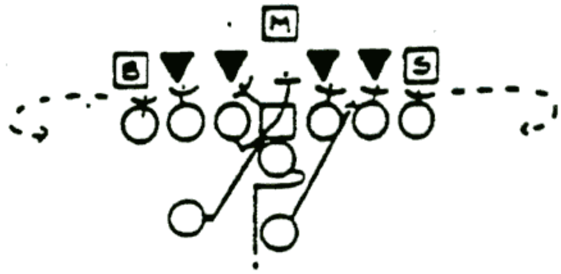

30 ADJUSTMENT



PROTECTION: RUN PASS
90/91 GUT

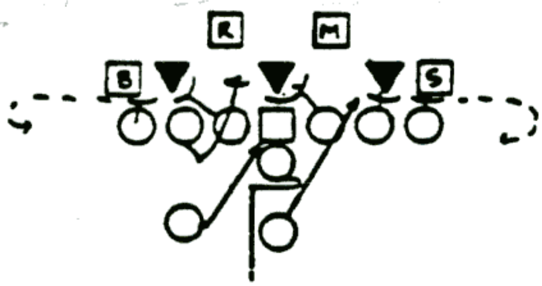
BACKS RUN PLAY CALLED.
Y - U AGGRESSIVE CHECK

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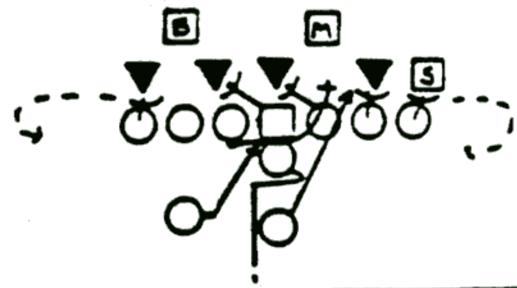



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED, BLK. BACK BACKSIDE GUARD UNCOVERED # MAN ON W/ONSIDE O.G. |
| RT GUARD | | ONSIDE: CENTER UNCOVERED, BLK MAN ON. CENTER COVERED BLK DOWN. BACKSIDE PULL FOR FIRST INSIDE LBER. |
| LFT GUARD | | ONSIDE: CENTER UNCOVERED, BLK MAN ON. CENTER COVERED BLK DOWN. BACKSIDE PULL FOR FIRST INSIDE LBER. |
| RT TACKLE | | ONSIDE: COVERED, # MAN ON. UNCOVERED BLOCK DOWN. BACKSIDE BLK ROLL RT |
| LFT TACKLE | | ONSIDE: COVERED, # MAN ON. UNCOVERED, BLOCK DOWN. BACKSIDE BLK ROLL RT. |
| Y/U | | BLOCK MAN ON |
| HB | | FAKE 90 "OH" |
| FB | | FAKE 90 "OH" |

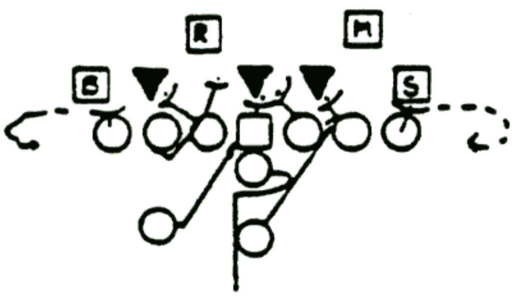
30




UNDER L




OVER





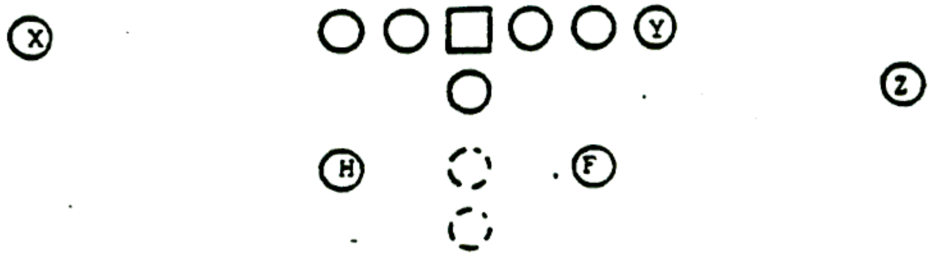

# PLAY ACTION PASSING 1985

**Play Action Passes**

| | |
|---|---|
| 330 - 331 | Slant/DBL Slant Corner |
| 398F - 399F | X Out(Go)/X Center/Z Center/Y Flag Z Middle |
| 314F - 315F | X Circle Out/X Sail Y Under/Z Fast |
| 314 - 315 | X Out(Go)-Seam/X Hook(Go)-Seam/Z Out(Go)/Y Seam |
| 316 - 317 Power | Z In/Z Stick |
| 418 - 419 | X Out(Go)/FB Up (Variation) |
| 366 - 367 | Z Out(Go)-Seam/Z Hook(Go)-Seam/X Out(Go)/H Seam |
| 564 - 565 (Gap Passes) | HB Corner/HB Shoot-Go/H Flat/Y Pop. |
| Run Pass 35-34 Trap | HB Shoot-Go/HB Corner/HB Seam |
| Run Pass 42-43 Draw | X Curl HB Cross/Z Center HB Cross/Box Y Seam |
| Run Pass 90-91 Gut | Z Pump/Z Go |
| Run Pass 18-19 Buck | X Curl |
| Run Pass 18-19 Bob | X Seam |
| Run Pass 60-61 | X Slant/Z Post |

# PLAY ACTION PASSES BY FORMATION/PROTECTION

## 2 Back Set




331 Slant/DBL Slant Corner

315 X Out(Go)- Y Seam
X Hook (Go)- Y Seam
Y Seam

418 X Out(Go)/ X Out Go FB Up

565 HB Corner/Y Pop

Run Pass 35 Trap HB Shoot/HB Cor/HB Seam

Run Pass 19 Buck X Curl

Run Pass 60 X Slant/Z Post

398F X Out(Go)
X Center
Z Center

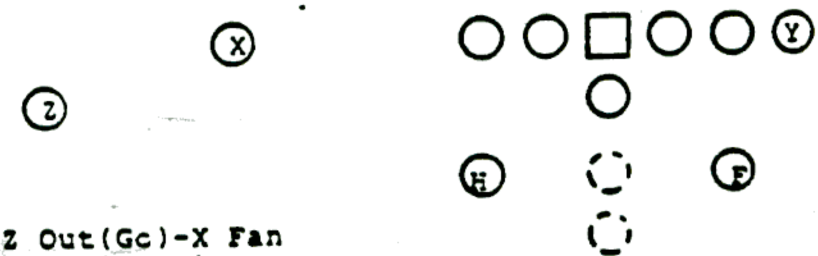
314F X Cir-Out/Z Fast

316 Pwr Z In/Z Stick

Run Pass 42 Draw X Curl HB Cross
Z Center HB Cross
Box Y Seam

Run Pass 90 Gut Z Pump/Z Go

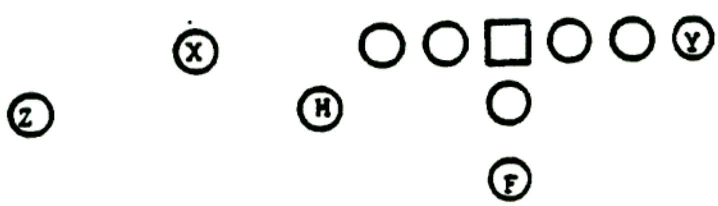
## 2 Back Set Slot




315 Z Out(Go)-X Fan
331 Slant(Open)
565 HB Shoot - Go
418 Scissors Deep/X Sail/Y Under

398F Y Flag /Z Middle
314F X Sail /Y Under
Run Pass 18 BOB X Seam

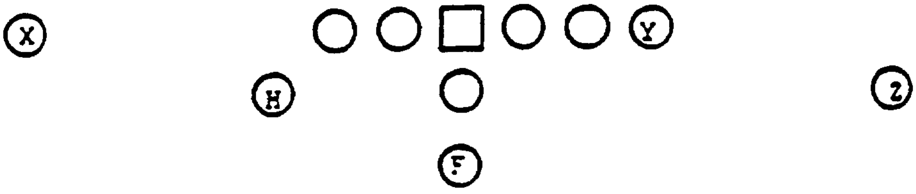
## Ace




565 H Shoot - Go
367 Z Out(Go) - X Fan
367 Scissors Deep

366 H Shoot - Go
Run Pass 18 Log X Seam

DEUCE




367 X Out(Go)-Y Seam
X Hook(Go)-Y Seam

565 H Corner/H Flat/Y Pop

Run Pass 35 Trap H Shoot-Go/H Corner/H Seam

Run Pass 43 Draw X Curl H CRS/Z CTR H CRS/
Box Y Seam

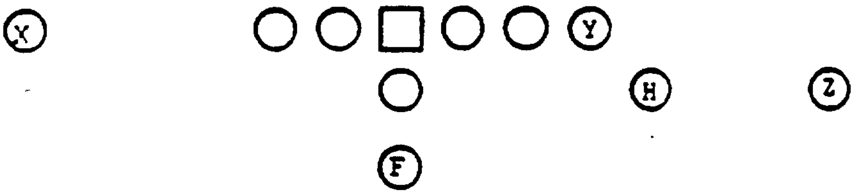
Run Pass 19 Buck X Curl

Run Pass 60 X Slant/Z Post

366 Z Out(Go)-H Seam
Z Hook(Go)-H Seam
X Out(Go)-H Fan
H Seam

Run Pass 18 Log H Seam

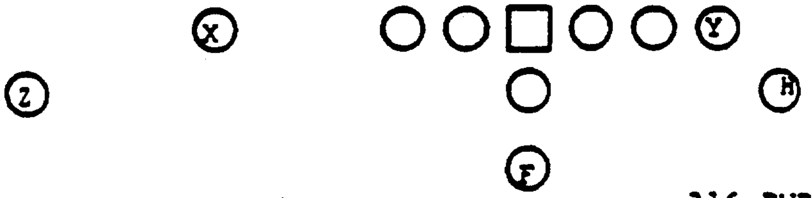
TREY




418 X Out(Go)/FB Up
366 X Out(Go)- H Fan
X Center/X CIR Out

366 Z Out(Go)-H Fan/Z Center
Z Hook(Go)-H Fan
H Seam
316 PWR Z IN/Z Stick/Z Fast

FLANK



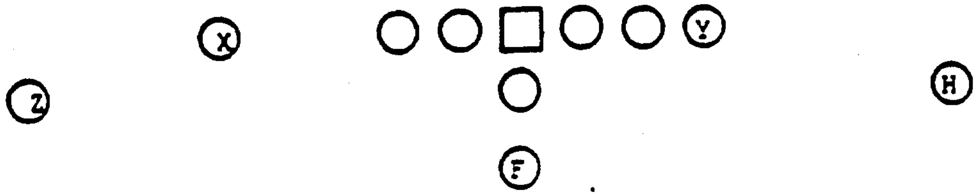

418 Scissors Deep/X Sail
366 X Seam/Z Out(Go)- X Fan

316 PWR Z Fast
366 H Flag
Run Pass 18 Log X Seam

# PLAY ACTION PASSES BY FORMATION/PROTECTION



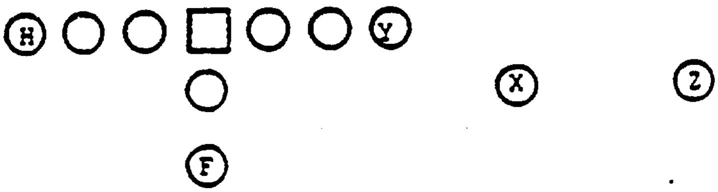
## FLEX




418 Scissors Deep/X Sail Y Under
366 X Seam/Z Out(Go) - X Fan

366 H Out(Go) - X Seam
H Hook(Go) - X Seam

## TWINS




367 Z Out(Go) - X Fan
X Seam

418 H Sail

366 Z Out(Go) - X Fan
Z Hook(Go) - X Fan

X Seam

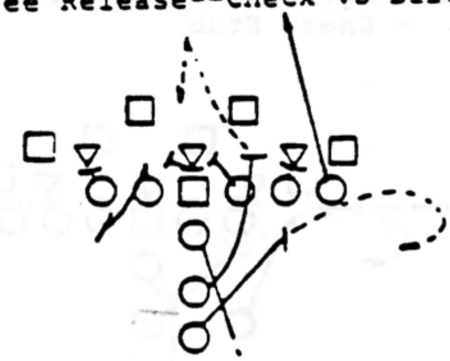
# PLAY ACTION PASSING 1985

Play Action Passes are those in which a specific run play action is Faked as the Pass Pattern develops. Play Action Passes are designated by the use of the run play numbering system in conjunction with a protection number/name scheme. The following are the four types of Play Action Pass Schemes we will use.

1. 300 Series - (Play Passes) Aggressive Slide Protection away from the call.
   316/317 Power - (Play Passes) Power Slide Protection away from the call.
2. 400 Series - (Play Passes) Misdirection - Slide Protection Away from the Call.
3. 500 Series - (Gap Passes) Linemen step to Gaps and Protect across the Front
4. Run Passes - Passes Blocked similar to the Actual Run.

**314F-315F**

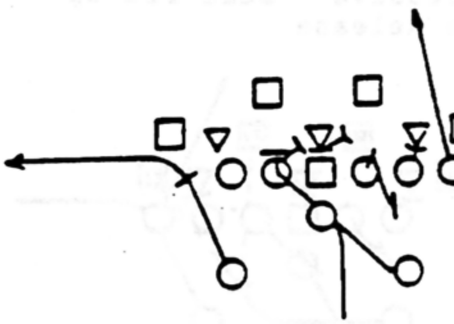
FB - Aggressive Check Mac
HB - Aggressive Check Stub
Y - Free Release--Check VS Blitz



QB - Open to Fake

**331 - 330**

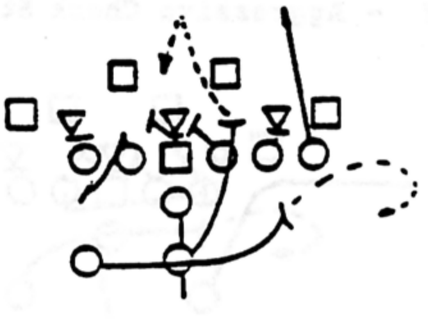
FB - Aggressive Check Rover
HB - Aggressive Check Buck
Y - Free Release--Check VS Blitz



QB - Open to Fake

**398F - 399F**

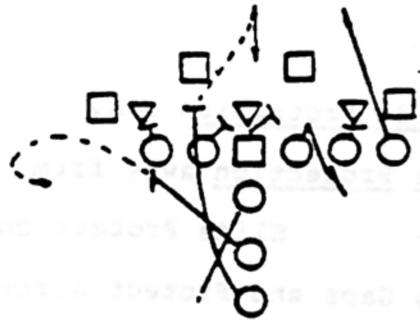
FB - Aggressive Check Mac
HB - Aggressive Check Stub
Y - Free Release--Check VS Blitz



QB - Open to Fake

**314-315 Weak**

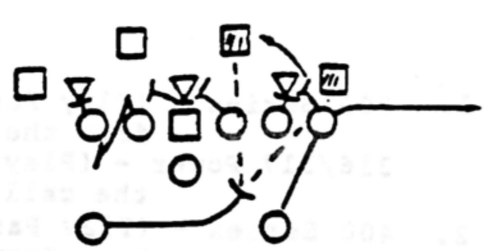
FB - Aggressive Check Buck
HB - Aggressive Check Rover
Y - Free Release--Check VS Blitz



QB - Open to Fake

**316 - 317 Power**

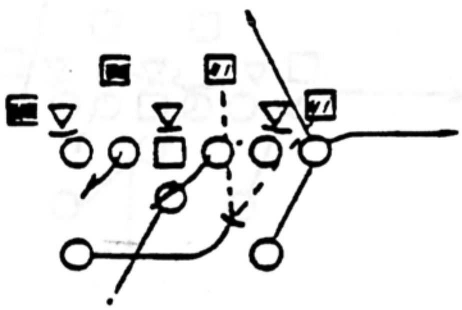
HB - Aggressive - Dual Pic Up
FB - Free Release
Y - Block Release



QB - Reverse to Fake

**418 - 419**

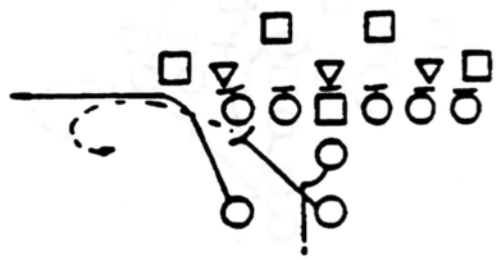
FB - Free Release
HB - Aggressive - Dual Pic Up
Y - Free Release



QB - Open to Fake(Misdirection)

**564 - 565 Weak**

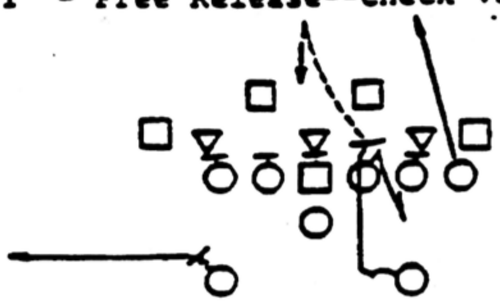
HB - Free Release
FB - Aggressive Check Buck
Y - Check Stub



QB - Reverse to Fake

**Run Pass 42-43 Draw**

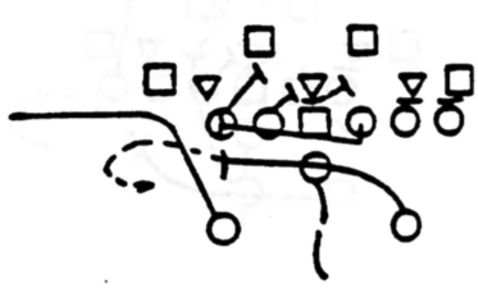
HB - Check Buck
FB - Fake Draw Check Mac
Y - Free Release--Check VS Blitz



QB - Fake Draw

**Run Pass 35-34 Trap**

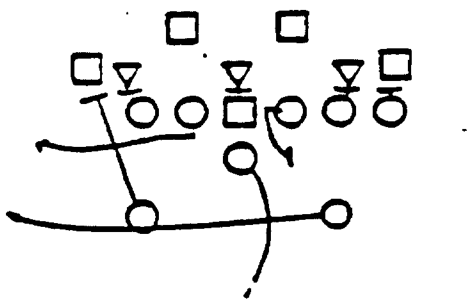
HB - Free Release
FB - Fake Trap Aggressive Ck. Route.
Y - Aggressive Check Stub



QB - Open to Fake

Run Pass 18-19 Buck (Weak)

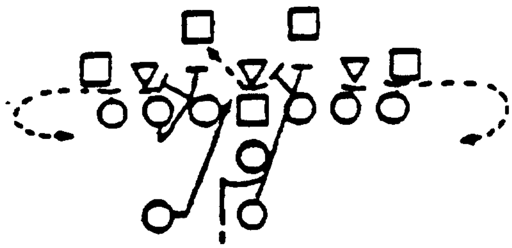
Backs Fake Run Called Y Check-Stay



QB - Open to Fake

Run Pass 90-91 Gut

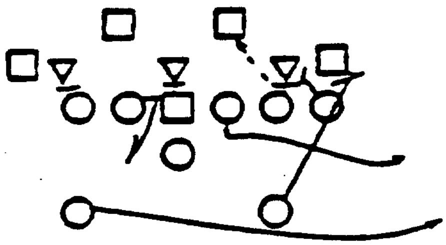
Backs Run Play Called Y-U Aggressive Check



QB - Reverse to Fake

Run Pass 18-19 Bob (Strong)

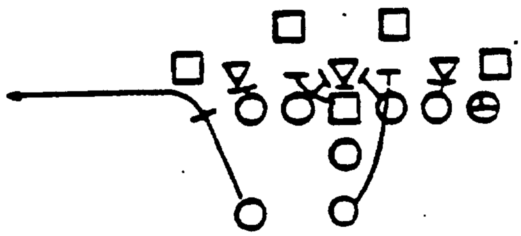
BAcks Fake Run Called Y Free Release



QB - Open to Fake

Run Pass 60-61

FB - Aggressive Check Mac
HB - Aggressive Check Buck
Y - Aggressive Check Stub

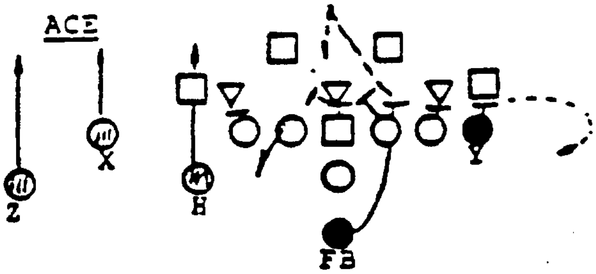


QB - Open to Fake

# PLAY ACTION PASS 1985

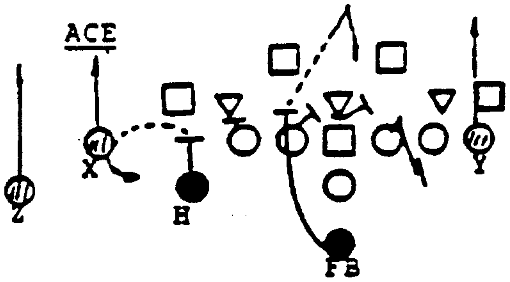
366-367 is a Play Action Series designed for 1 Back Sets. The Fake always involves the Full Back--who has Aggressive check on MAC. The TE/H-Back to the Call is Aggressive Check on the #3 Rusher.

ACE



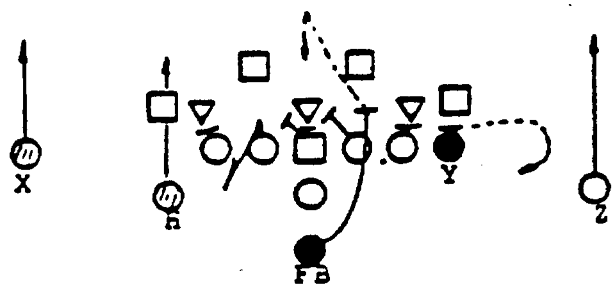

366

ACE

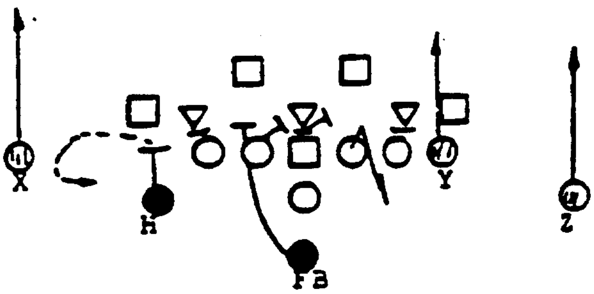



367

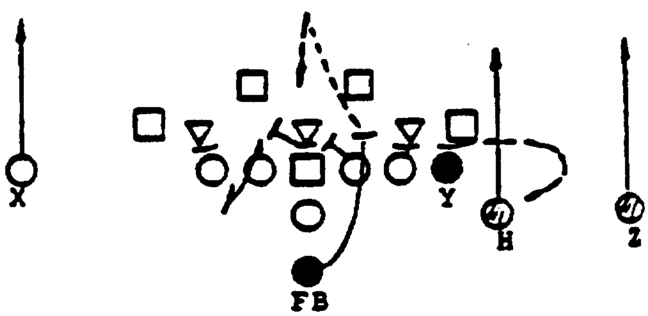
DEUCE



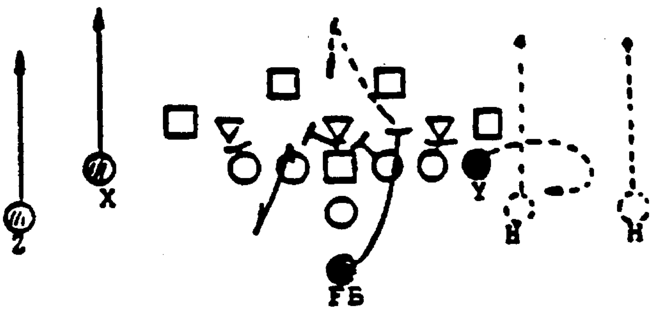

DEUCE




TREY




FLANK/FLEX



## DROP BACK PASS PROTECTION TERMS

| | |
|---|---|
| POCKET | Basic man protection. Tackles block the ends. Guards-Center block 3 middle men 30/43. The backs block outside linebackers, no dog - release. |
| L-R | Pocket Protection, back toward the L-R call stay and block the most dangerous rusher. |
| CUP | Pocket Protection. Both backs stay and block their respective Guard-Tackle sames (L-R tech.) |
| JAM | Pocket Protection from two tight end set (X-Y). Tight ends block outside linebackers (area with OT). |
| LIZ-RIP (54/55 56/57) | The back to the call (Rip-RT/Liz-LT) checks the inside linebacker for dog, no dog - release. Inside Linebacker dog - check outside Linebacker, no dog - release. Used with 30 Front. |
| SCAT | The back to the call(Strong/Wk) has free release, the uncovered lineman to the call has dual pick-up. The back away from the call blocks pocket. |
| SLIDE (200) | The back to the call(Slide Stg/Wk) has free release, the uncovered Lineman to the call has pick up on the outside Linebacker to the call. The back away from the call has dual pick up. |
| MAX (58-59) | Pocket Protection for offensive line and HB position. The TE blocks the man over him, the FB position searches for the extra rusher. No dog/blitz backs and TE release on assigned pattern. Slow technique for TE. |
| SLIDE SLOW 228/229 | Slide Protection for offensive Line. FB MAC/search. HB free release. TE block the man over him, and no dog/blitz FB and TE release on assigned pattern. Slow technique for TE. |
| CHECK | The back or Tight End checks his assigned linebacker for dog/blitz - none, release. |
| FREE RELEASE | The back or tight end has no blocking assignment. |
| HOT | The back or tight end has free release, vs a dog/blitz his side look for Ball. |
| SLOW | The tight end checks his assigned linebacker for dog - none, release. |
| STAY | The back or tight end checks his assigned linebacker for dog - none, stay in and block. |
| AXE | The tight end (back) blocks the end, the tackle sets deep and checks the linebacker. |

| | |
|---|---|
| AGGRESSIVE | Backs drive toward their assigned linebacker and block him, using a Cut Technique, No Dog, Run Route. Offensive Line and TE, when slow, set up on the L.O.S. |
| DIVIDE ACTION 20/50 Series | Both backs check their respective backers, then release, either back may or may not have a free release according to the specific protection. |
| WEAK FLOW (70/71/ 72/73) | Pocket Protection: Gives the HB free release, the FB the Weak outside backer, and the TE. The strong outside backer (area with OT). No Dog/Blitz the FB/TE may release. Both backs flow away from protection. |
| (74-75) | Weak flow action, with HB free release. O.L. has Scat Protection Weak. |
| (76-77) | Weak flow action with OL Scat Protecting strong with HB and TE on a free release. |
| (78-79) | Weak flow action with HB on Buck and FB searching for extra rusher. (Weak Safety Blitz pick up). |
| STRONG FLOW (80-81/82-83) | Pocket Protection: Gives near back free release. The far back on strong side outside linebackers (Stub). |
| (84-85) | Strong flow action with Scat Weak Protection. Near back free release. Far back check stub, release. |
| (284-285) | Strong flow action with OL Slide Protecting weak and remaining back on duel pick up Mac to Stub. |
| (86-87) | Strong flow action with OL Scat Protecting strong and both backs on a free release. |
| (88-89) | Pocket Protection. Strong flow action with Jam Technique. Free release by both backs. |
| SWAP | Tells the HB to cross behind the QB and check flare. The FB crosses under the HB - Check and stay. |
| LEO REX | Call by QB at L.O.S. in Shot Gun when overload rush is shown to a side. Line slide to side of call. On-side back blocks outside in. Off-side back blocks inside out. |
| TWITCH | An exchange of responsibilities between the T.E. and the H in Trey, Flex or Flank Formations. |
| KICK | An exchange of responsibilities between the HB and T.E./ X and Z, in Pass Protection/Pass Pattern |

# PASS PROTECTION

Individual concentration and coordinated team effort are more vital in the passing game than in any other phase of football. We can reach the maximum level of pass protection effectiveness by concentrating on the following:

1. Better overall knowledge of our pass defense and variations of pass protection.
2. Better overall knowledge of opponents defensive scheme and individual tendencies.
3. Applying the proper techniques on situation passing.
4. More individual work on techniques.

From a psychological standpoint, good pass protection is paramount to offensive confidence and success. From a technical standpoint, it is the most difficult to reasonable physical ability, pride, and the desire to excel.

In order to become a good pass blocker it is essential that you know the following:

1. Know your pass offense
   - A. Know the terminology used in calling our patterns -- how the backs and ends are named.
   - B. Type of protection that goes with each call, and the adjustments.
   - C. Know the position from where the ball is thrown.
   - D. Timing of all passes -- whether it requires maximum protection or whether you should use aggressive blocking.
   - E. Know your play action, bootleg, sprint, roll, dash and screen passes.
   - F. Know the direction the ball is thrown to cover each time in order to block for your receiver or guard against interception return.
   - G. Know your secondary assignment. Pick up assignment.
2. Know all the basic defenses used in the NFL.

   What is basically required of the individual in

defensive assignments? The smart offensive lineman will know the defenses well and take advantage of this in execution of his pass blocking.

3. Know your opponent

This is one of the most vital aspects of pass protection once you have the basic fundamentals lodged firmly in yo mind. You must learn to block the various pass rush techniques and escape moves that are generally used. During the season, it is most important that you study your opponent from week to week and know every move he makes. Practice during the week the ways you will block his rush. A mental picture of your man is important, but practice will enlarge this image.

## TYPES OF PASS PROTECTION BLOCKS

| | | |
|---|---|---|
| 1. | Rider | Blocker uses Rusher's reaction to guide him out of pocket. |
| 2. | Stick & Recoil | Butt block through the numbers a. chin to stop over-powering type player, with a following pop, cut, or ride technique |
| 3. | Set & Cut | Designed for certain type rushers |
| 4. | Aggressive Control | Controlled butt block through the numbers. |
| 5. | Aggressive | Short passes - get hands down. |
| 6. | Cover | All offensive personnel sprint to football after it has been released from QB: 1. To assist receiver in breaking for long run. 2. Prevent run back of intercept 3. To prevent opponent from capitalizing on one of our mistakes. |

BLOCKING TECHNIQUES

The techniques you will use in blocking your man will be determined by the protection called, type of pass, the defense, techniques used by the defensive man and the techniques that you can best execute against certain type personnel. No set way will be prescribed to get the job done, other than when aggressive type blockers are required. Regardless of the blocking technique you are using, there are some basic fundamentals that are vital to good execution whether you are protecting drop back, sprint-out, play action, etc.

1. Concentration
2. Quickness in initial move
3. Position:
    A. Take-off - coil and balance - base
    B. In relation to defensive man and where ball is thrown.
4. Contact - controlled explosion - hitting on the rise.
5. Ability to break and ward off hand grabs - at the same time maintaining position and body control.
6. Follow through and finish - ability to disengage and recoil - footwork and leg drive. Ability to stay on block.
7. Ability to maintain quickness, balance, and position on rusher at all times.
8. Second effort - unrelenting desire to get your man.

## Drop Back Pass Protection Technique

We will use five different types of drop back pass protection techniques, but all of them have these essentials:

1. Minimize Forward Weight - But be positive your stance does not tip play.
    A. Weight evenly distributed on toes and heels.
2. Set as Quickly as Possible
    A. Guards - Make your stand on the L.O.S. "Chill" The defender
    B. Center - if covered make your stand on the L.O.S. Get "Ball" hand up.

C. Guards or Center - if uncovered - check your LBER responsibility, but get back off ball as quickly as possible.

D. Tackles - Set from a yard and a half to three yards.

3. <u>Position on the Defender</u>

A. Guard or center - Shuffle & slide the feet to maintain a nose to nose relationship.

B. Tackle - it's an outside eye to an inside number of the defensive player.

4. <u>Contact</u> - The big contradiction in pass protection is here. You do not want to be overly aggressive nor do you want to be passive.

<u>POINTS TO REMEMBER</u>

1. <u>Hitting Position</u> - <u>Bend</u> at the <u>knees, not</u> at the <u>waist</u>.

   A. Squat - sit down - back at a 30 degree angle.

2. <u>Shuffle - slide.</u> Don't hop. Keep a good base- Shoulder width. Never have <u>both</u> feet off ground.

3. <u>Shoulders</u> - square with L.O.S.

4. <u>Hands</u> - Have them up high, never down low. Be ready to ward off hand swipes, etc. Keep hands and elbows inside.

5. <u>Block on rise</u> - Allow defensive man to approach as close as possible before making contact. When striking - strike on rise, do not overextend.

The Pass Protection Techniques are:

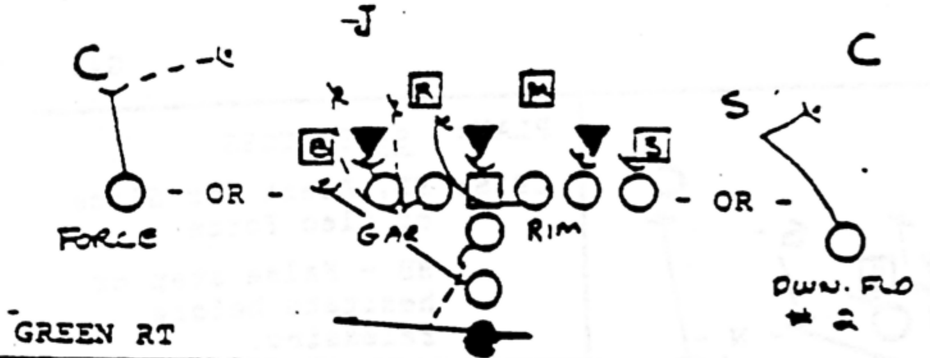
1. Rider - Technique which is used to engage the defensive man and use his own reaction and momentum to keep him out of the pocket. The blocker uses an absorbing type block on initial contact and relies on position and maneuverability. Used more by tackles on defender who has contain responsibility.

<u>Essentials:</u>

A. Quickness to set up for position.

B. Quickness to engage rusher will depend on type pass, type of protection, and the position of the defensive man. We will also be engaged as quickly as possible to restrict his area of operation and getting up momentum.

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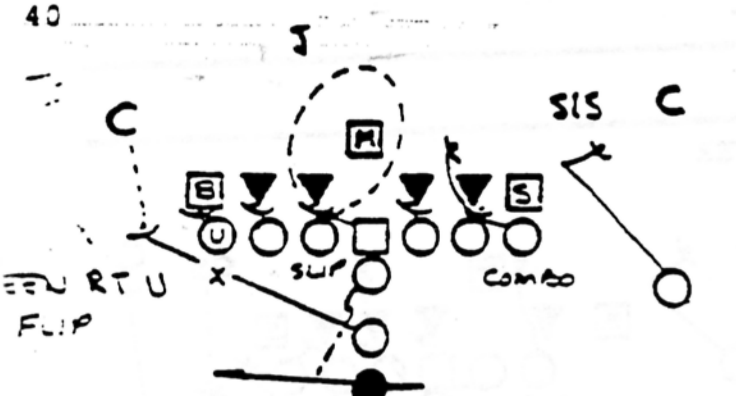



PLAY: 99/98 FLIP

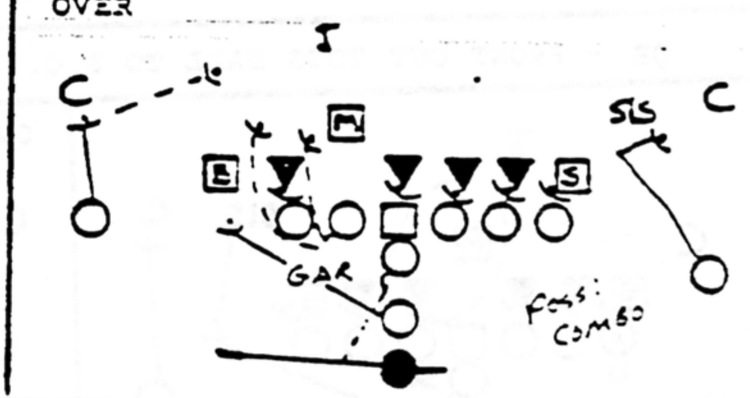
CP'S = BLOCK 69/68 FLIP RULES.
FB MUST NOT ALLOW PENETRA BY "B" OR CORNER
HB TAKE QUICK JAB TO GAIN SEPARATION FROM FB.

| | |
|---|---|
| Y | BLOCK 69/68 FLIP RULES |
| ON T | BLOCK 69/68 FLIP RULES |
| ON G | BLOCK 69/68 FLIP RULES |
| CENTER | BLOCK 69/68 FLIP RULES |
| OFF G - | BLOCK 69/68 FLIP RULES |
| OFF T - | BLOCK 69/68 FLIP RULES |
| X | BLOCK 69/68 FLIP RULES. TIGHT BLOCK SOLID RULES |
| Z | BLOCK 69/68 FLIP RULES / |
| HB | TAKE JAB STEP, KEY BLOCK ON "B". |
| FB | BLOCK "B" IN REGULAR CALL, CORNER IN SOLID CALL. CANNOT ALLOW PENETRATION. |
| QB | OPEN OUT FLIP BALL TO HB. |

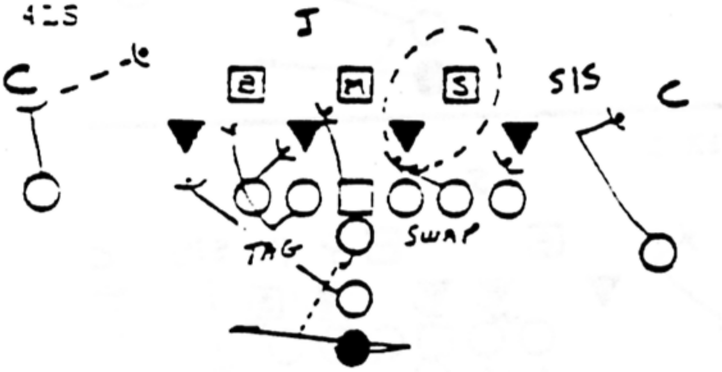
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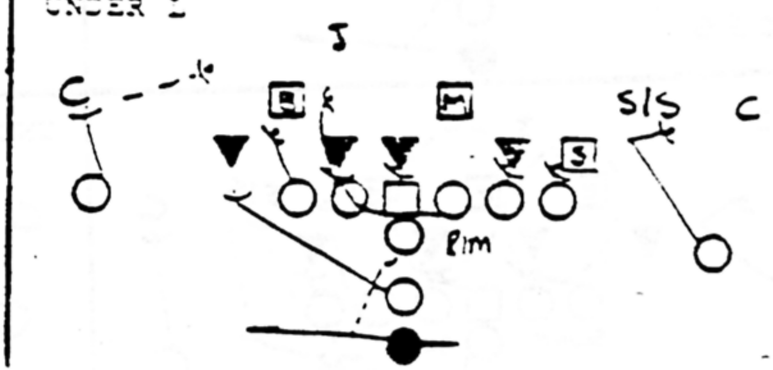

OVER



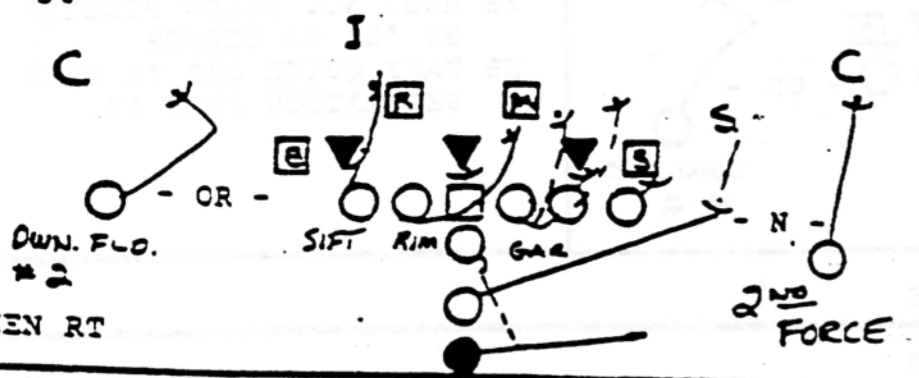

41S




UNDER 1



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GREEN RT

PLAY: 98/99 TOSS

CP'S: FB, Alert for Slice or Cleo Force

HB - False step or hesitate before releasing.

Y - # MAN OVER. POSS: Take #.

ON T - # MAN OVER. POSS: TAKE #. V. BUBBLE OVER ON G: GAR # OR SLIP # 4LS: TAR #

ON G # MAN OVER, SLIP # W/CENTER V EVEN. BUBBLE OVER YOU: GAR # OR SLIP #.

CENTER SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #. V. UNDER: # MAN OVER.

OFF G - # MAN OVER. UNDER L AND 4LS: SWAP # W/OFF T. UNCOVERED: RIM # OR SWAP #

OFF T - SIFT #. V. UNDER OR 4LS: SWAP # W/OFF G. POSS: COMBO#(U FORMATIC

X - DOWNFIELD #2 TIGHT, CUTOFF #

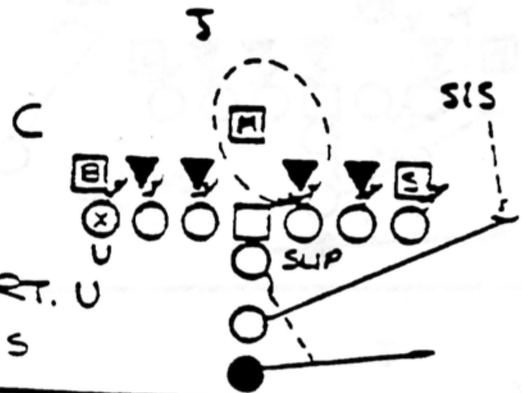
Z - #2ND FORCE

HB - BALL CARRIER - READ "Y's" BLOCK

FB - RELEASE QUICKLY, BLOCK FORCE.

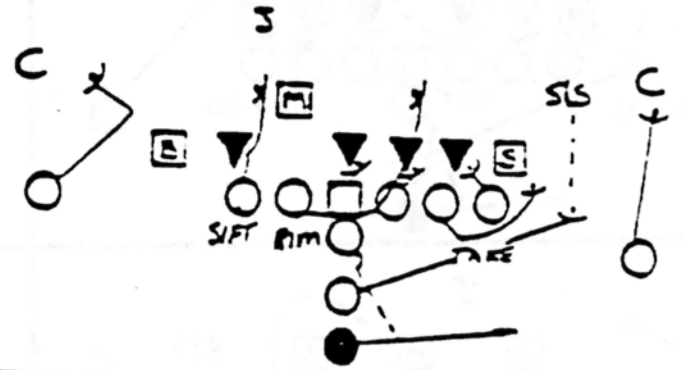
QB - FRONT OUT TOSS BALL TO B.C.

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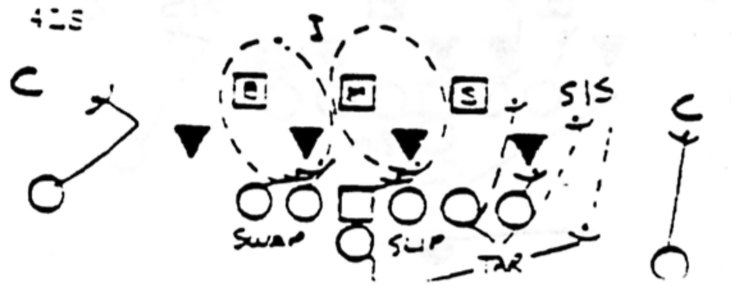



GREEN RT. U
98 TOSS

OVER



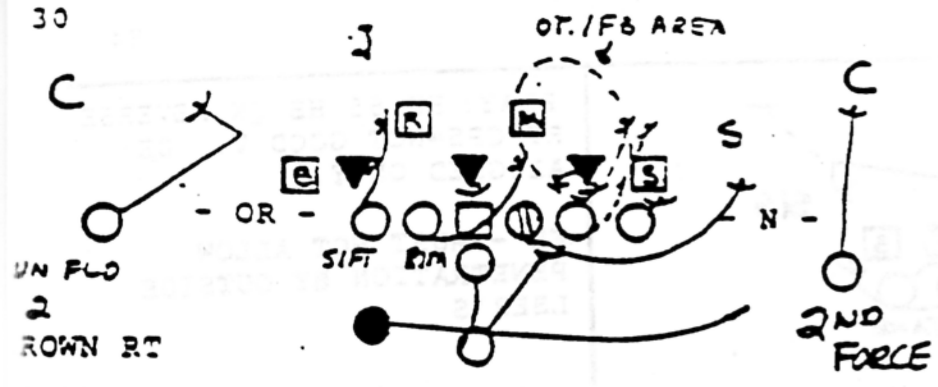

4LS




UNDER L



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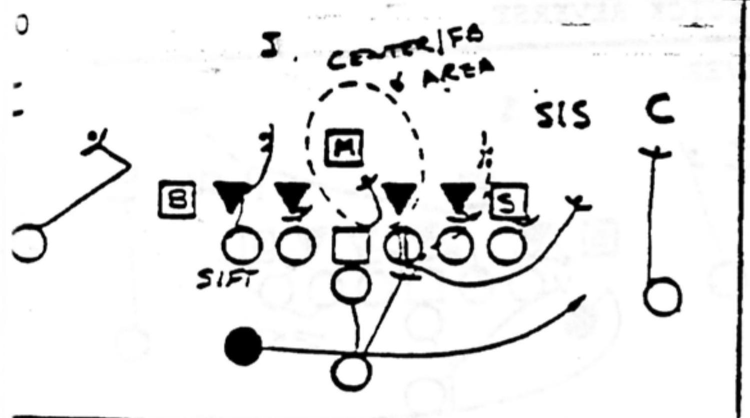


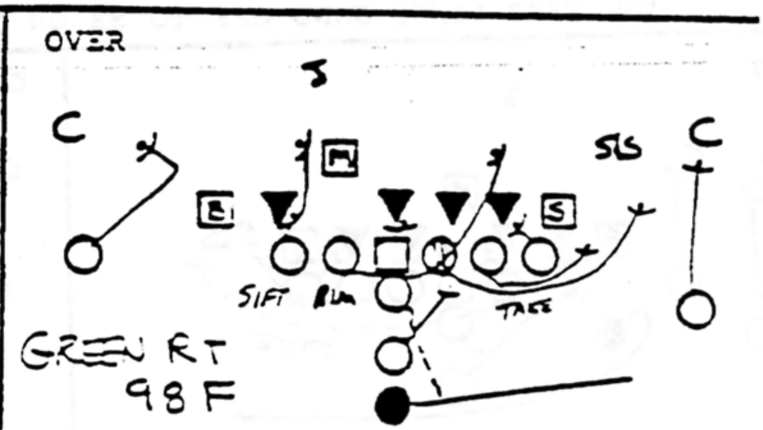

PLAY: 98/99 F

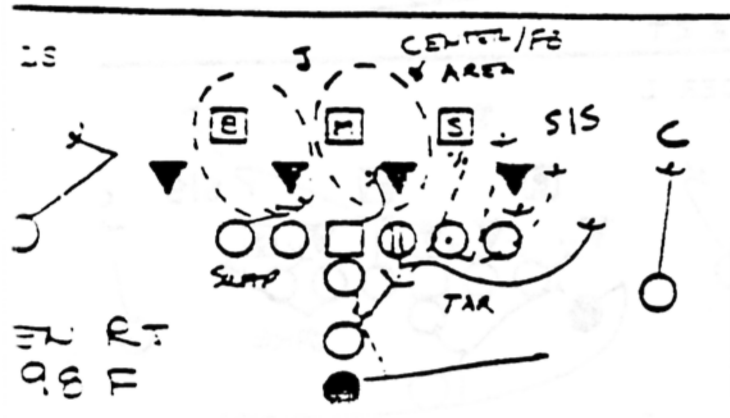
CP's = AREA CONCEPT WITH OT/FB AND CENTER/FB.

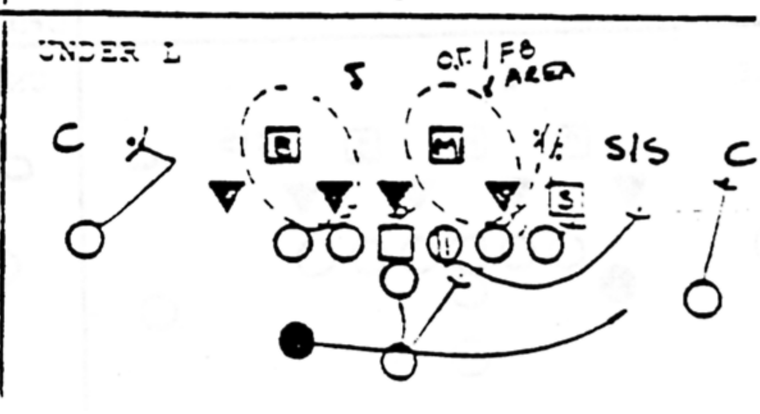
HB - KEY "Y's" BLOCK

| | |
|---|---|
| Y - | MAN OVER. WALL HIM OFF AN SUSTAIN. POSS: TAKE # |
| ON T | V. EVEN: # MAN OVER. POSS: TAKE #. V. ODD BUBBLE: EXPLODE # MAN OVER, IF DE PINCHES, COME OFF ON LBER. |
| ON G | PULL # FIRST FORCE - FIND SS. |
| CENTER | # MAN OVER. |
| OFF G - | V. EVEN: # MAN OVER. V. BUBBLE OVER YOU: RIM # OR SWAP #. V UNDER: SWAP # W/OFF T. |
| OFF T - | SIFT #. V. UNDER: SWAP # W/OFF G. |
| X | DOWNFIELD # 2. TIGHT, BACKSIDE SUTOFF #. |
| Z | 2ND FORCE |
| HB | BALL CARRIER |
| FB | VS 4-3 AREA BLK W/C. VS 30 AREA BLK W/T |
| QB | OPEN TO HOLE, HAND TO BC-TOSS WHEN GREEN FORMATION. |

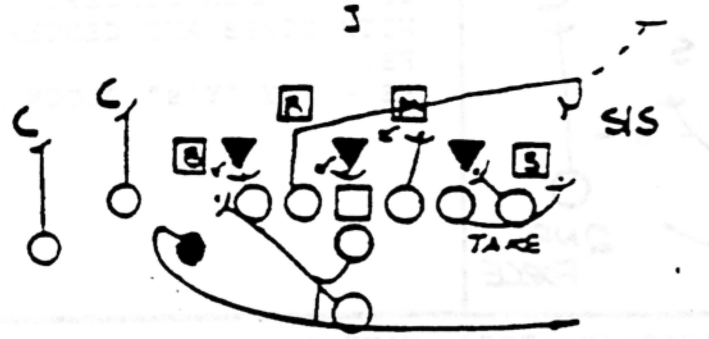


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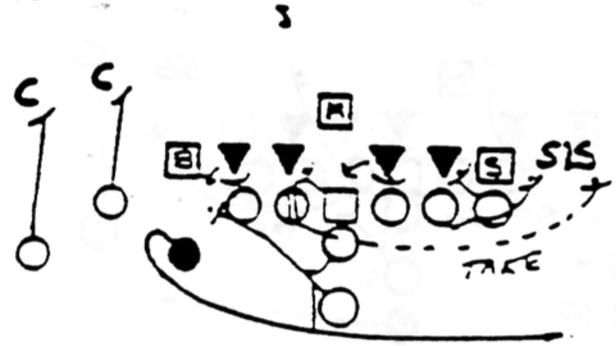

ACE RT

PLAY: FK 65 HB QK REVERSE RT CPS=NOT GOOD V. DE ALIGNED ON Y.

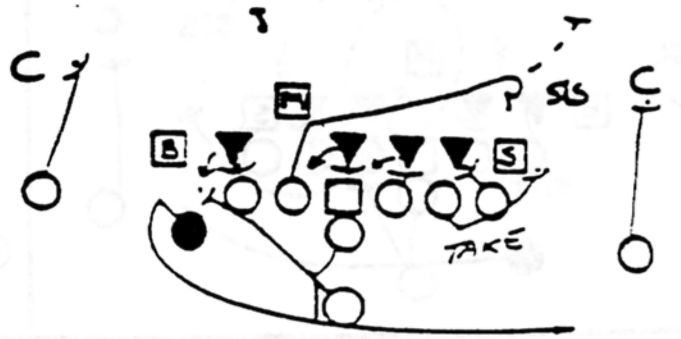
FB - MUST NOT ALLOW PENETRATION BY OUTSIDE LBER'S

| | |
|---|---|
| Y | TAKE # |
| ON T | TAKE # |
| ON G | BLOCK MAN OVER YOU. V. UNDER DEF. USE DOWNFIELD TECH. |
| CENTER | COVERED, BLOCK MAN ON YOU. UNCOVERED, BLOCK BACK |
| OFF G - | COVERED PULL LEAD. UNCOVERED, USE DOWNFIELD TECH. |
| OFF T - | BLOCK MAN OVER YOU. V. UNDER L BLOCK DE |
| X | DOWNFIELD #2 |
| Z | DOWNFIELD #2 |
| HB | STEP WITH OUTSIDE FOOT-VERY SHORT STEP-PIVOT ON SECOND STEP AS IT HITS- RUN QUICK REVERSE. |
| FB | FAKE 65 - BLOCK BUCK/STUB |
| QB | FAKE 64/65 HAND OFF TO HB ON QUICK REVERSE. |

40

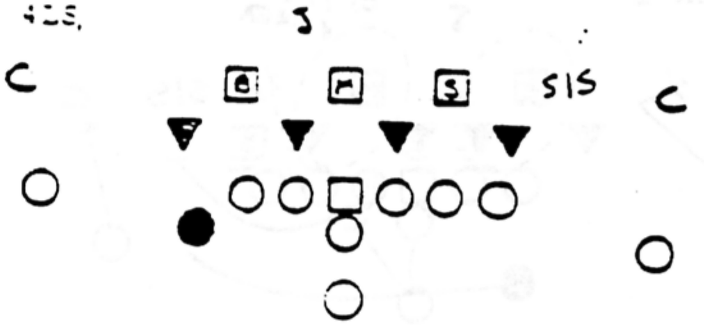



OVER

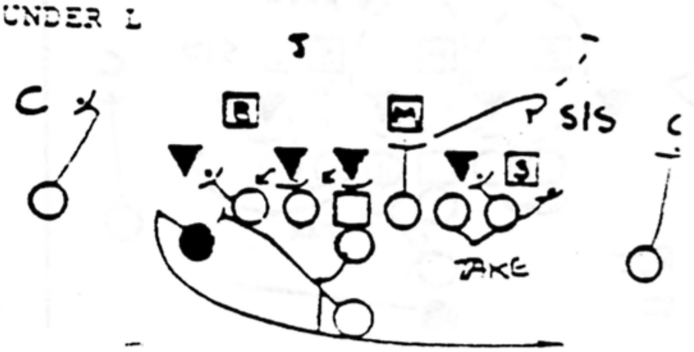



DEUCE RT

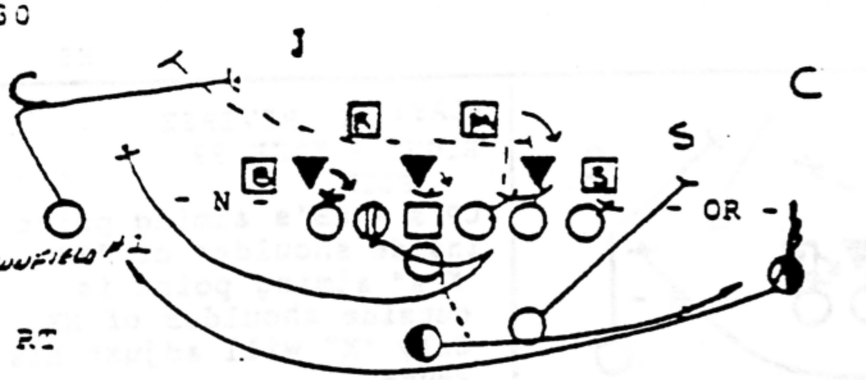
42S.




UNDER L



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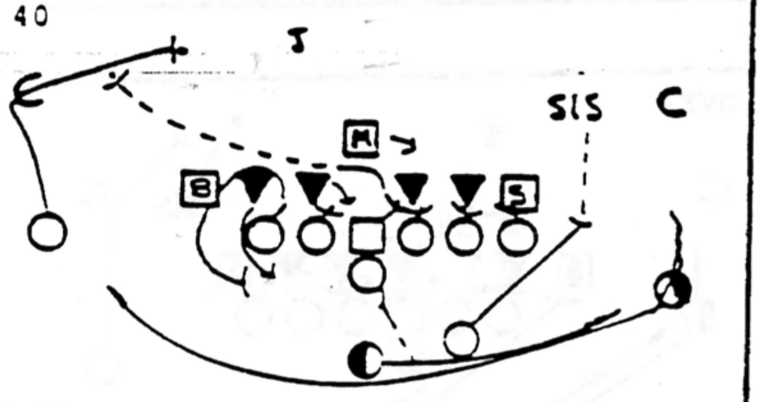



BLUE RT

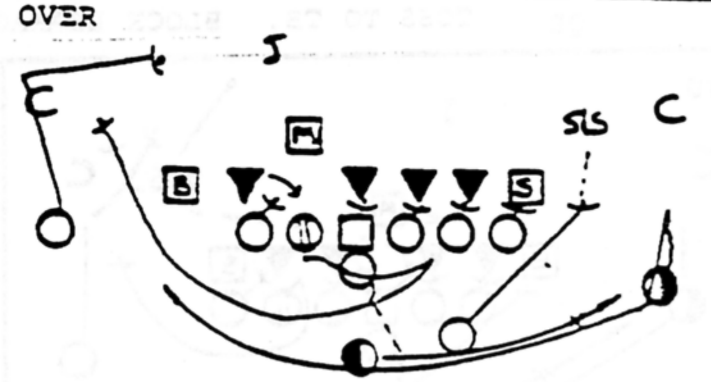
PLAY: Z REVERSE
LEFT FAKE 68 TOSS STRONG
OP'S = FB's AIMING POINT IS INSIDE SHOULDER OF "Z". "Z" AIMING POINT IS OUTSIDE SHOULDER OF FB. ONLY "Z" WILL ADJUST HIS ROUTE.

| | | |
|---|---|---|
| Y | - | # MAN OVER. SELL 80/90 TOSS - GET HAT INSIDE. |
| ON T | - | # MAN OVER. V. UNDER: SWAP # WALL OFF DT. |
| ON G | - | COVERED: # MAN OVER. 3 OU, UNDER L 4LS, SWAP # - WORK TO OUTSIDE<br>UNCOVERED: START RIM # - PULL - LEAD. |
| CENTER | - | COVERED: # MAN OVER. UNCOVERED: SLIP # - WORK TO OUTSIDE-SEAL. |
| OFF G | - | COVERED: # MAN OVER. UNCOVERED: SLIP # - CUT OFF LBER OVER YOU |
| OFF T | - | # MAN OVER. V. 3OU 4LS: CUT OFF LBER OVER YOU. |
| X | | DRIVE CRACK BACK WK SAFETY. |
| Z | | BALL CARRIER |
| HB | | BLOCK THE FORCE |
| FB | | RUN 68 TOSS STRONG HAND OFF TO "Z". |
| QB | | RUN 68 TOSS STRONG BLOCK LEAKAGE. |

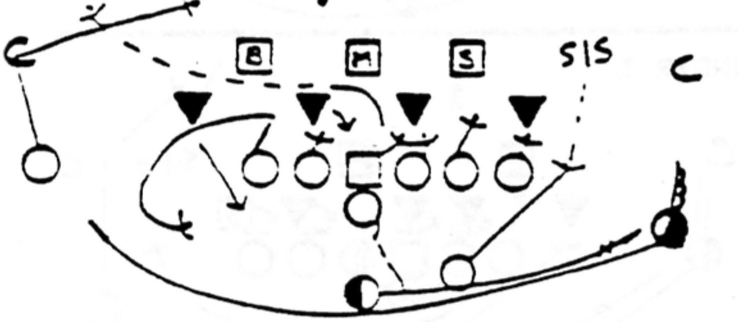
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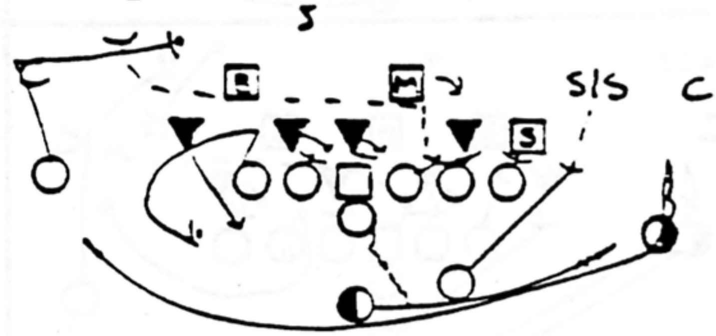

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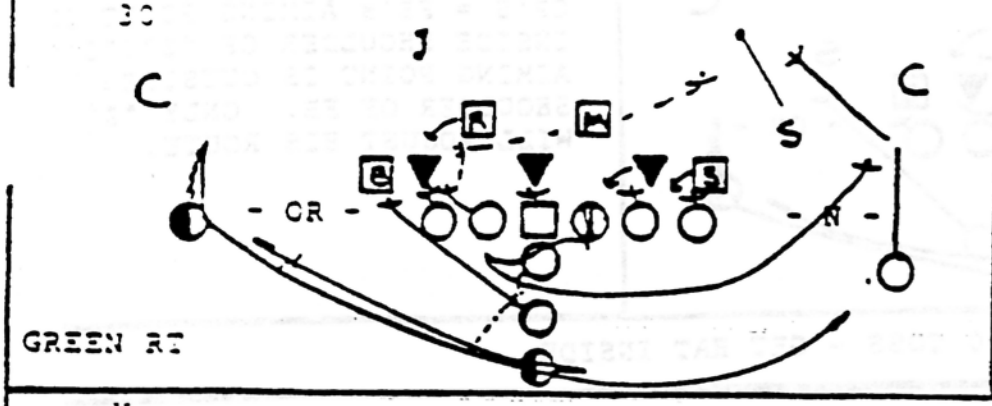



4LS




UNDER L

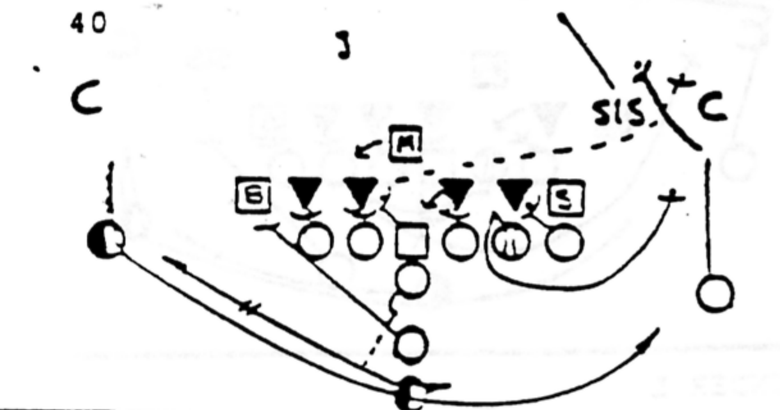


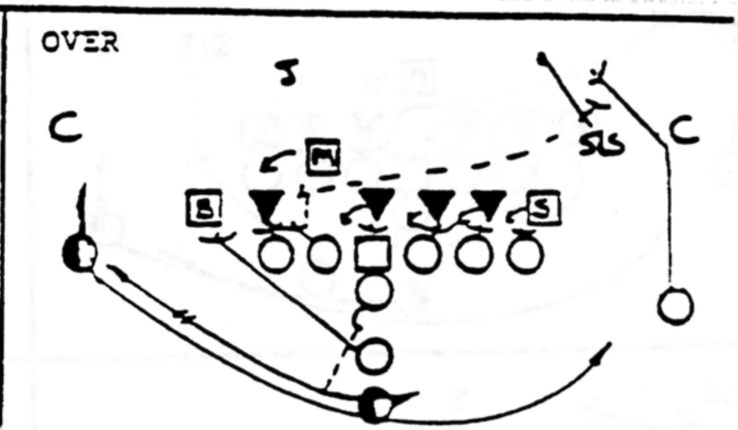


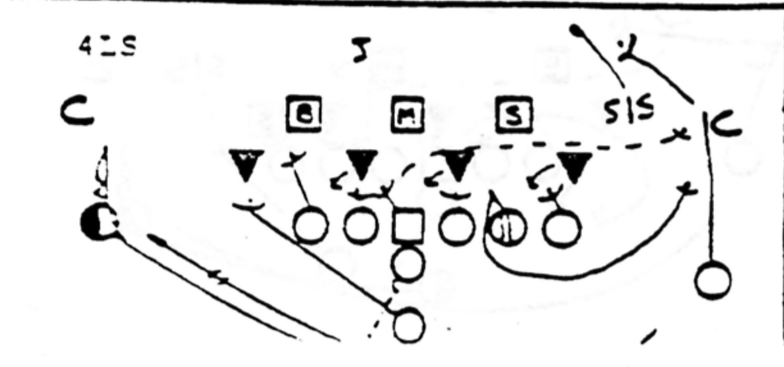

PLAY: X REVERSE RIGHT - FAKE 99 FLIP

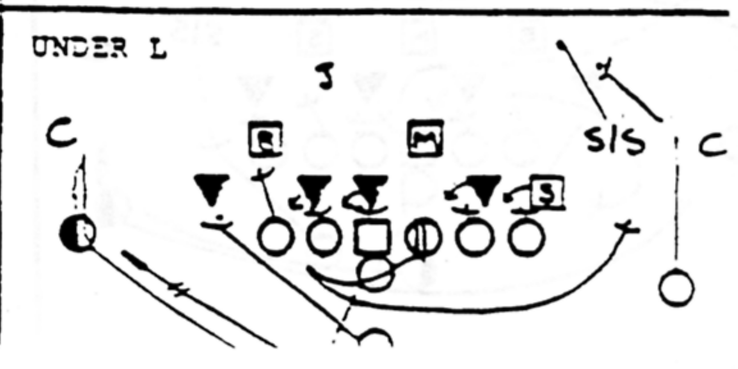
CP's = HB's aiming point is inside shoulder of "X" "X's" aiming point is outside shoulder of HB. Only "X" will adjust his route.

| | |
|---|---|
| Y | - # MAN OVER (SELL FLIP - WORK HEAD OUTSIDE). (POSS: TAKE #) |
| ON T | - # MAN OVER. (POSS: TAKE - PULL LEAD TECH.) |
| ON G | - COVERED: # MAN OVER. UNCOVERED: RIM #, PULL-LEAD. |
| CENTER | - COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE-RELEASE LEAD QB SEAL |
| OFF G | - COVERED: # MAN OVER. UNCOVERED: SHIP #, RELEASE LEAD OR SEAL. |
| OFF T | - # MAN OVER |
| X | BALL CARRIER. DRIVE 2 STEPS DOWNFIELD, THEN RUN REVERSE. |
| Z | DRIVE CORNER OFF - CRACK # ON SAM. |
| HB | -RUN FLIP HAND OFF TO "X". |
| FB | BLOCK FLIP |
| QB | TOSS TO TB. BLOCK LEAKAGE |

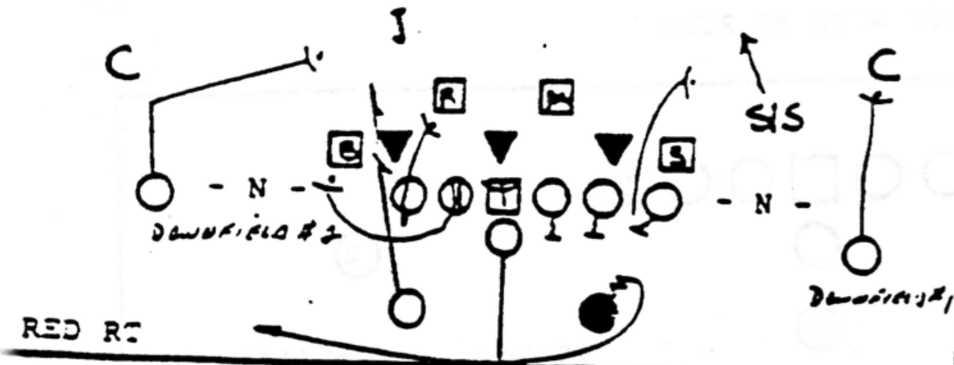


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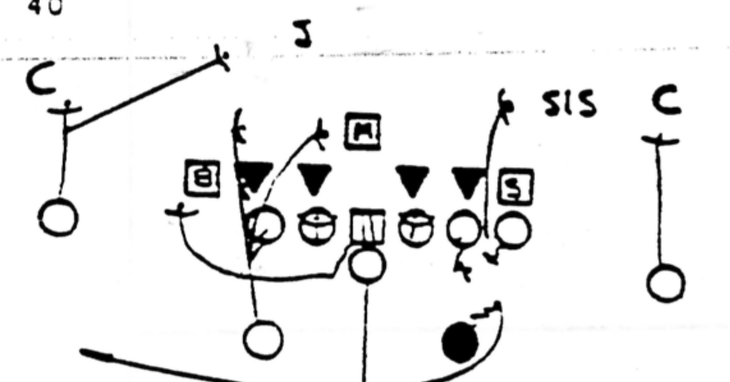



RED RT

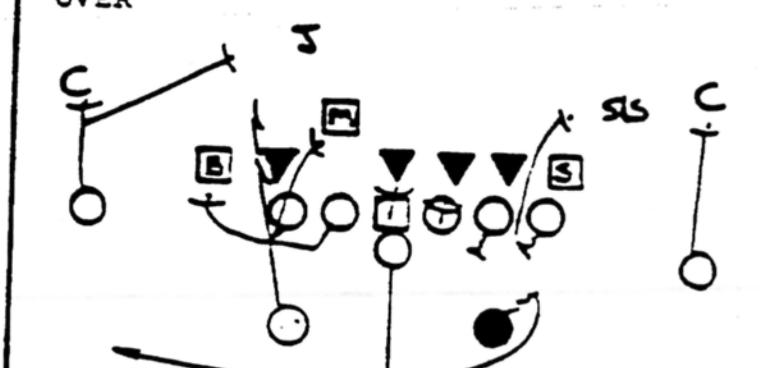
PLAY: STATUE LEFT
CPS: HB-DE DISAPPEARS.
STAY ON COURSE AND BLOCK
FB - ALERT FOR SECURE HAND OFF

| | |
|---|---|
| Y | PASS SET. RELEASE INSIDE STUB # SAM |
| ON T | PASS SET # ROVER OR MAC (40) |
| ON G | PASS SET # BUCK (30) # MAN ON V. EVEN |
| CENTER | COVERED # MAN ON. UNCOVERED, PASS SET # BUCK |
| OFF G | -# MAN OVER YOU |
| OFF T | -# MAN OVER YOU |
| X | BLOCK DF #2 |
| Z | BLK DOWNFIELD #1 |
| HB | FLASH PASS PRO - BIM BLK DE |
| FB | FLASH PASS PRO - RUN THE STATUE. MUST TIME IT. |
| QB | TAKE 5 QUICK STEPS. HAND OFF STATUE. |

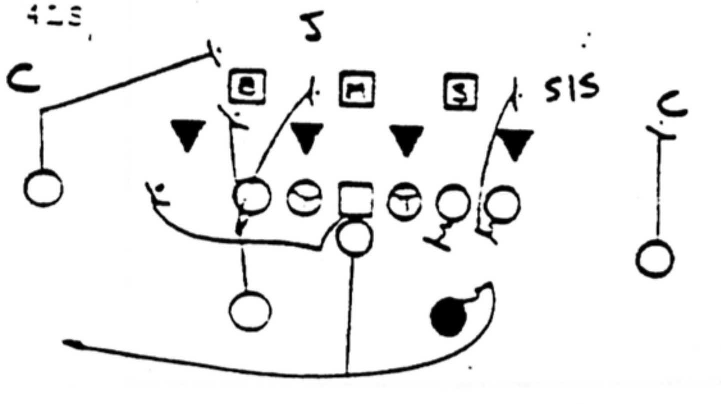
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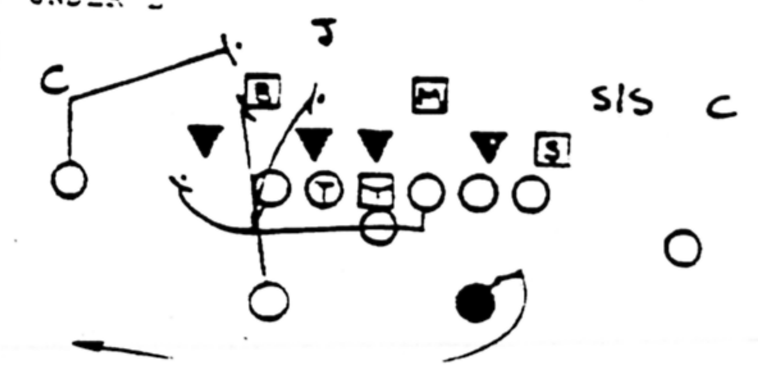

OVER




4LS

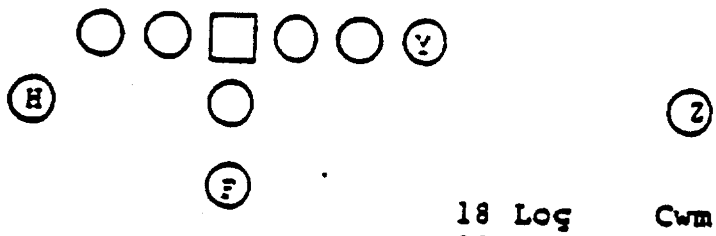



UNDER L



# CHECK WITH ME RUNS

Deuce




| | | |
|---|---|---|
| 49 | Draw | Cwm (48) |
| 65 | | Cwm (64) |
| 69 | | Cwm (68) |
| 69 | Flip | Cwm (68) |

| | | |
|---|---|---|
| 18 | Log | Cwm (19) |
| 38 | F | Cwm (39) |
| 40 | Draw-T | Cwm (41 |
| 46 | OT | Cwm (47) |
| 68 | Toss | Cwm (69) |

SECTION I

# Drop Back Pass Protection

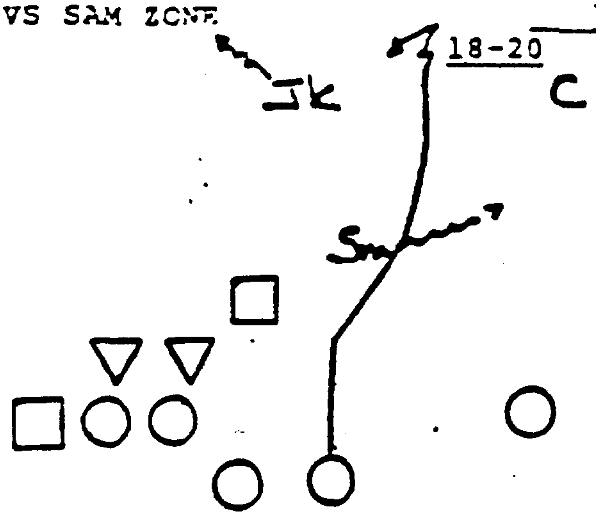
# Section J

## Shot Gun Route/Nickel Choice Route

| | |
|---|---|
| J42 | Y Choice |
| J43 | Y Seam |
| J44 | Y Read |
| J45 | Nickel Choice Route |
| J46 | Nickel Choice Route |
| J47 | Nickel Choice Route |
| J48 | Nickel Choice Route |
| J49 | Nickel Choice Route |

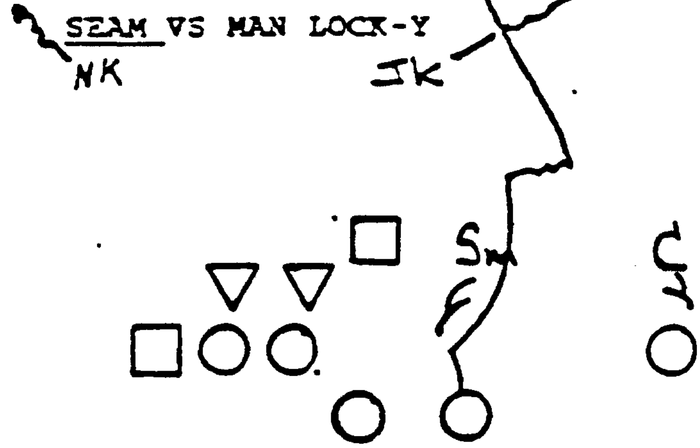
## Y Seam

**SEAM VS SAM ZONE**



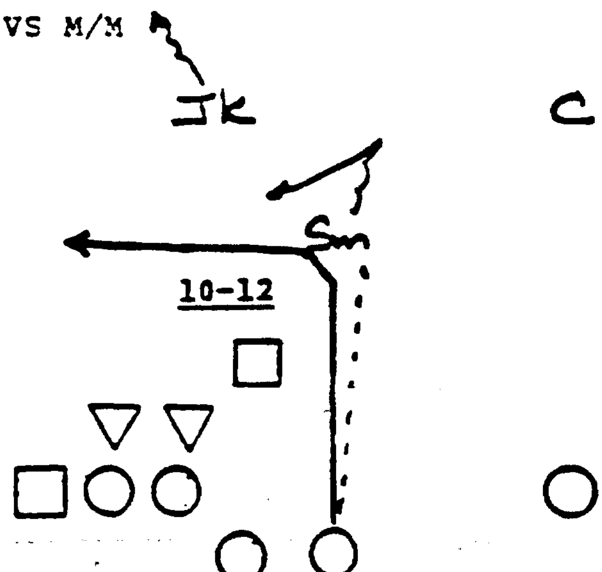

Release Upfield Read For Sam or Cleo Zone. Sprint to Dead Spot Hook Up In Dead Area. Stay Away from JK/Corner.

**SEAM VS MAN LOCK-Y**



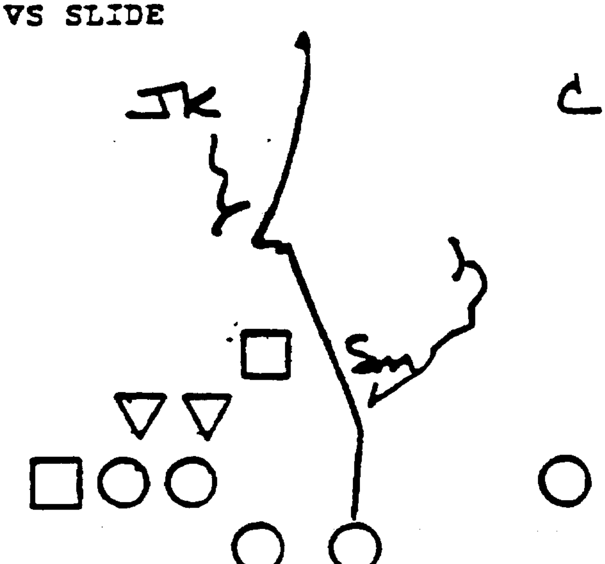

Release Upfield Read Man Lock-Y, Shake Defender ~~Run to Post.~~

**SEAM VS M/M**




Release Upfield Read Sam M/M, Drive Defender Off Run Over Route.

**SEAM VS SLIDE**



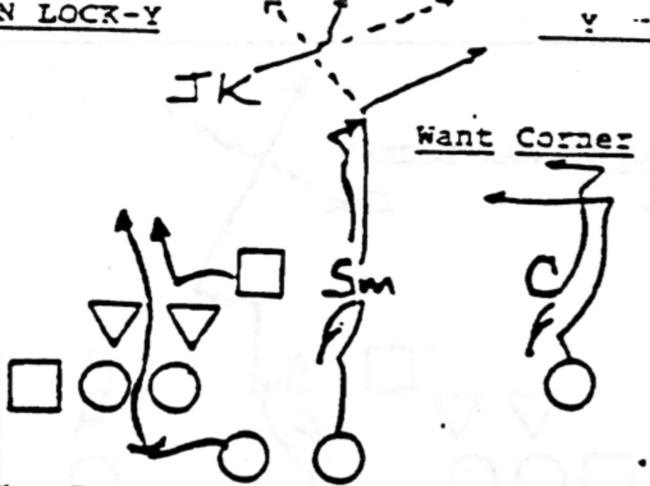

Release Upfield Read Slide. Drive Inside and Show Over Route-Break Behind JK.

### Seam Route Alerts

1. Must P.S.L. Coverage Looks.
2. Must Release Upfield and Read the Coverage on the Move.
3. Be Decisive so the Quarterback can make a Fast Decision.

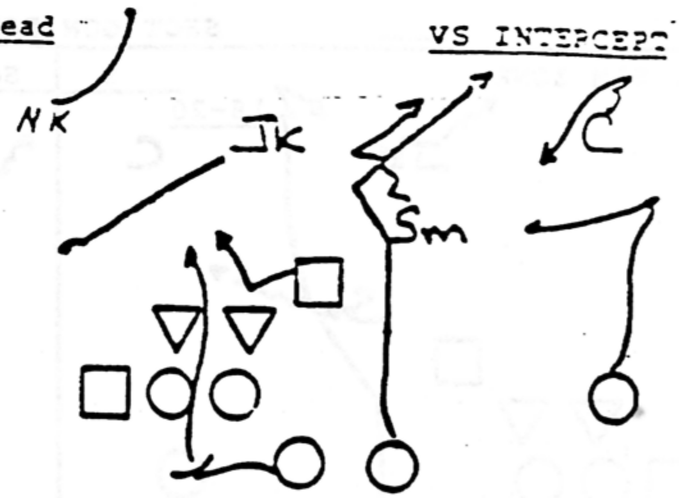
   - The QB must not hold the Ball-

MAN LOCK-Y      Y -- Read



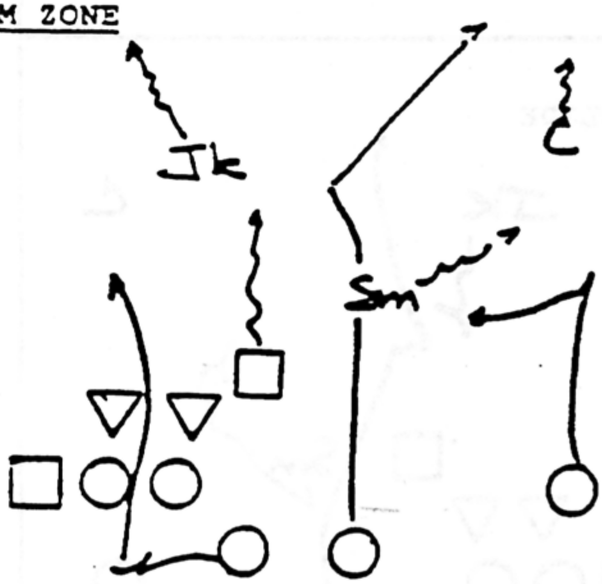

…t The Jam--Read The Triangle. Must …d Jack -- Corner/Post. Be Decisive QB Cannot Hold Ball.

VS INTERCEPT



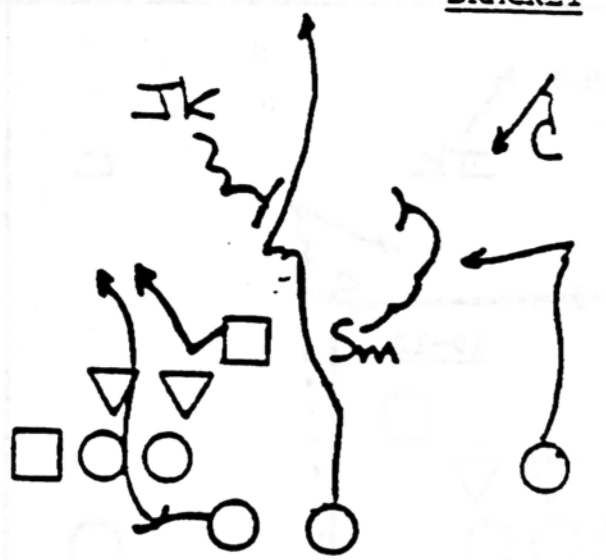

Release Upfield - Read the Triangle
Alert to XB Middle--Must Corner

SAM ZONE




…ease Upfield--Read The Triangle.
… Middle--Must Corner

BRACKET




Read Bracket--Nod Go Deep Between Jack/Sam.

Read Alerts

P.S.L. Coverage Alignment

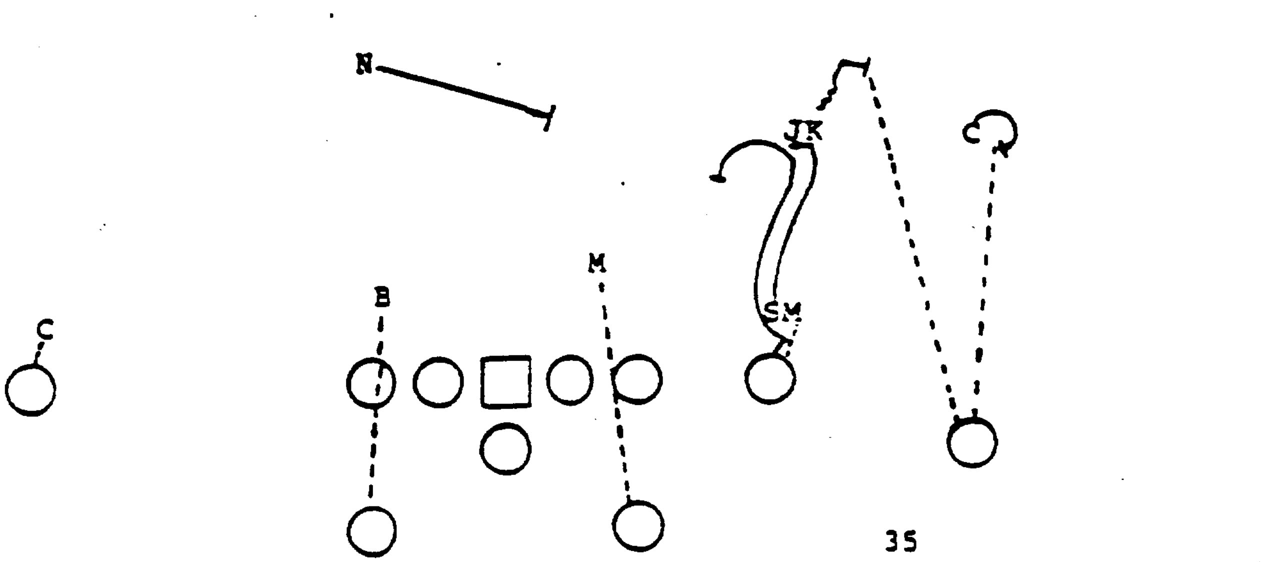
Release--Read the Triangle

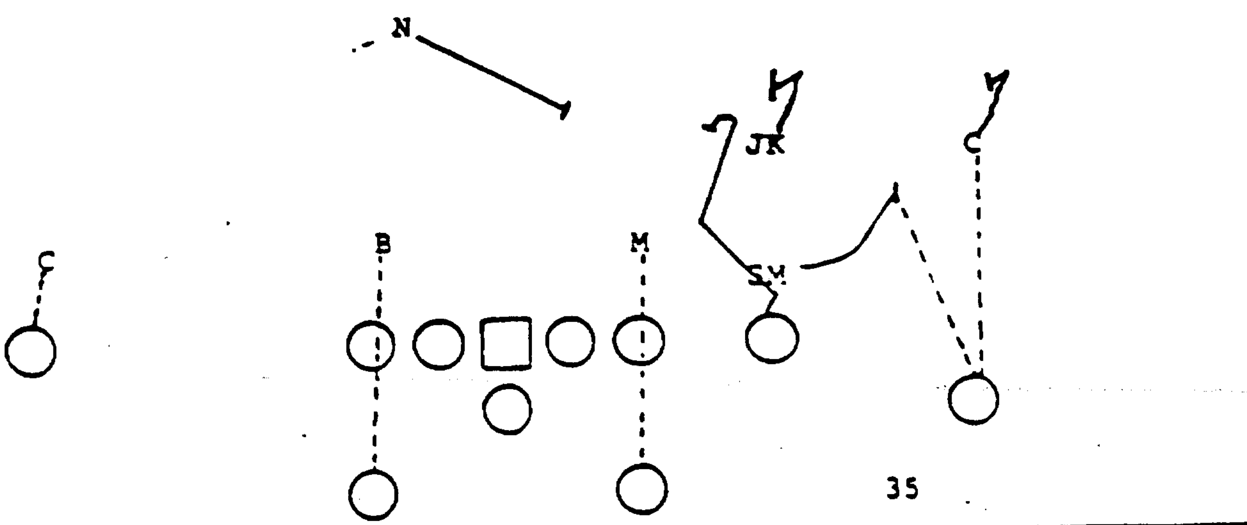
Remember - You want the Corner Route--If Coverage Takes it Away. Then Go to Post.

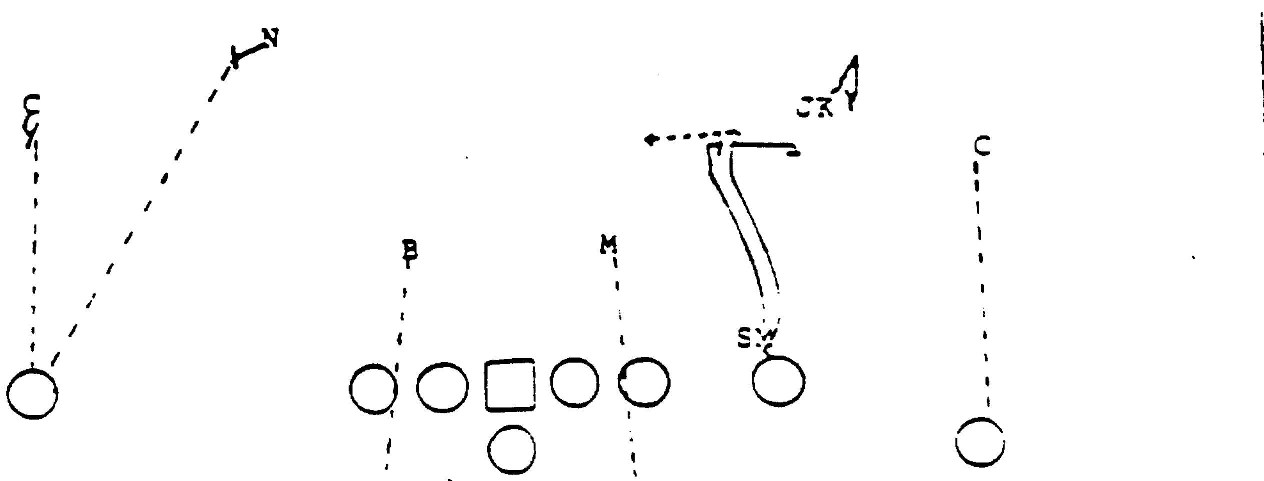
Be Alert to Bracket Adjustment.

Be Decisive--The QB must not hold the Ball.

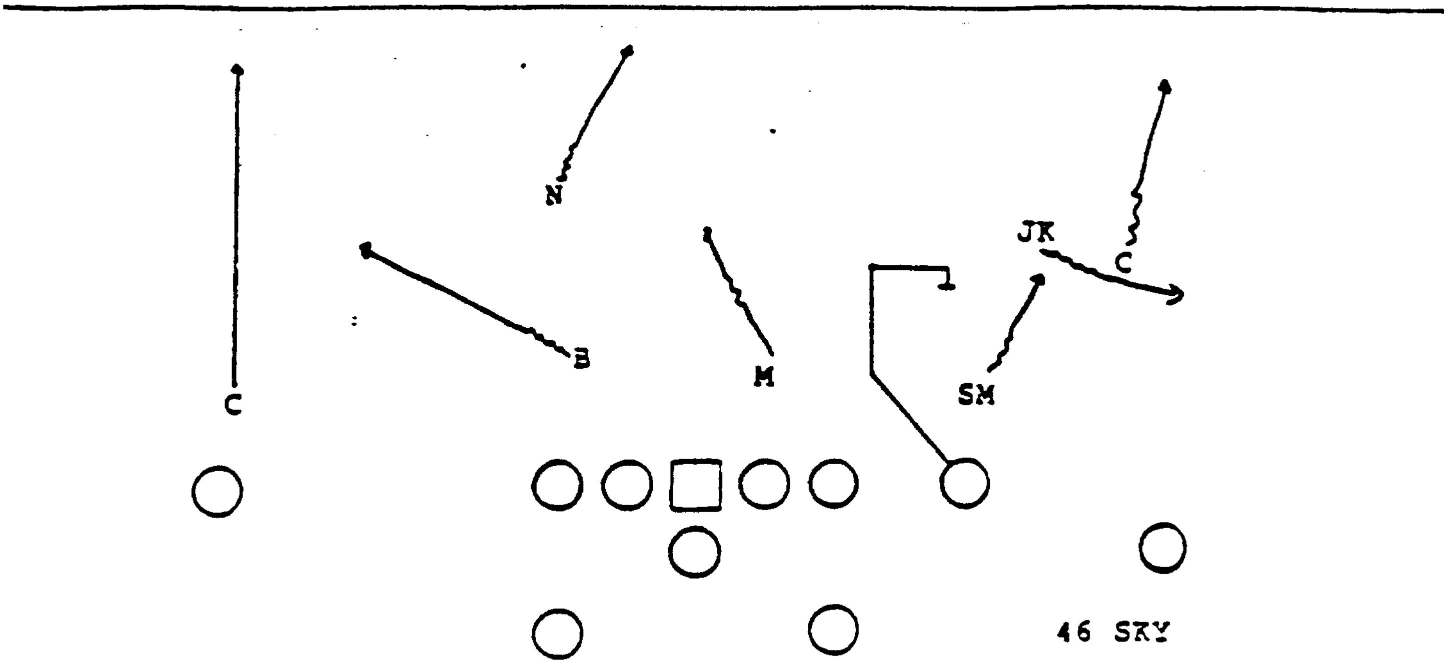
NICKEL CHOICE ROUTE

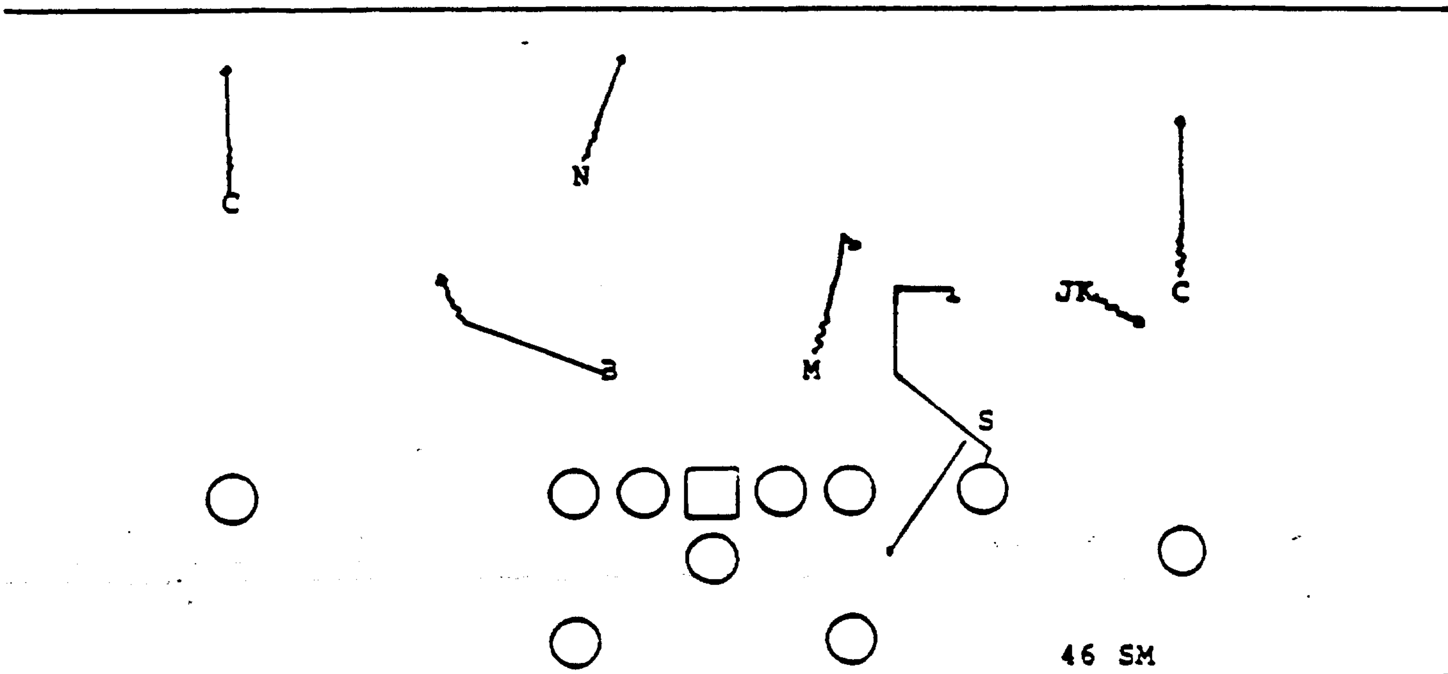


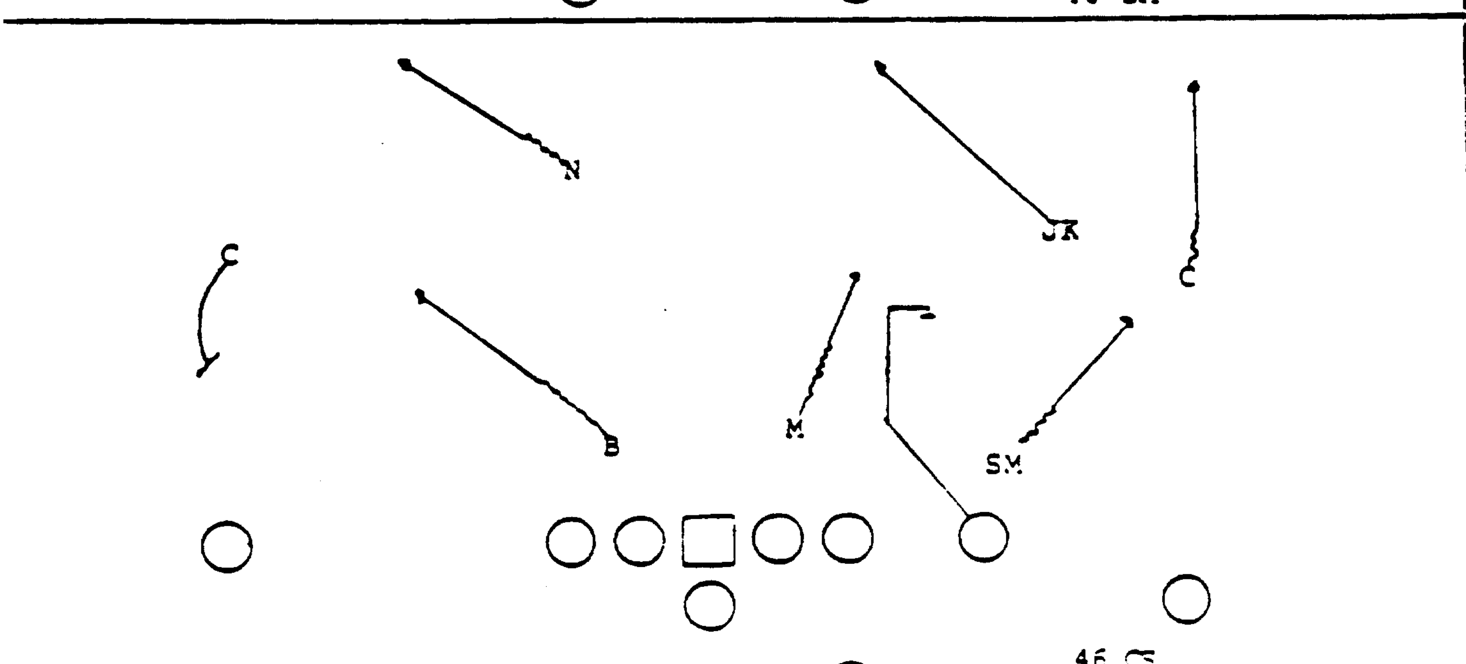



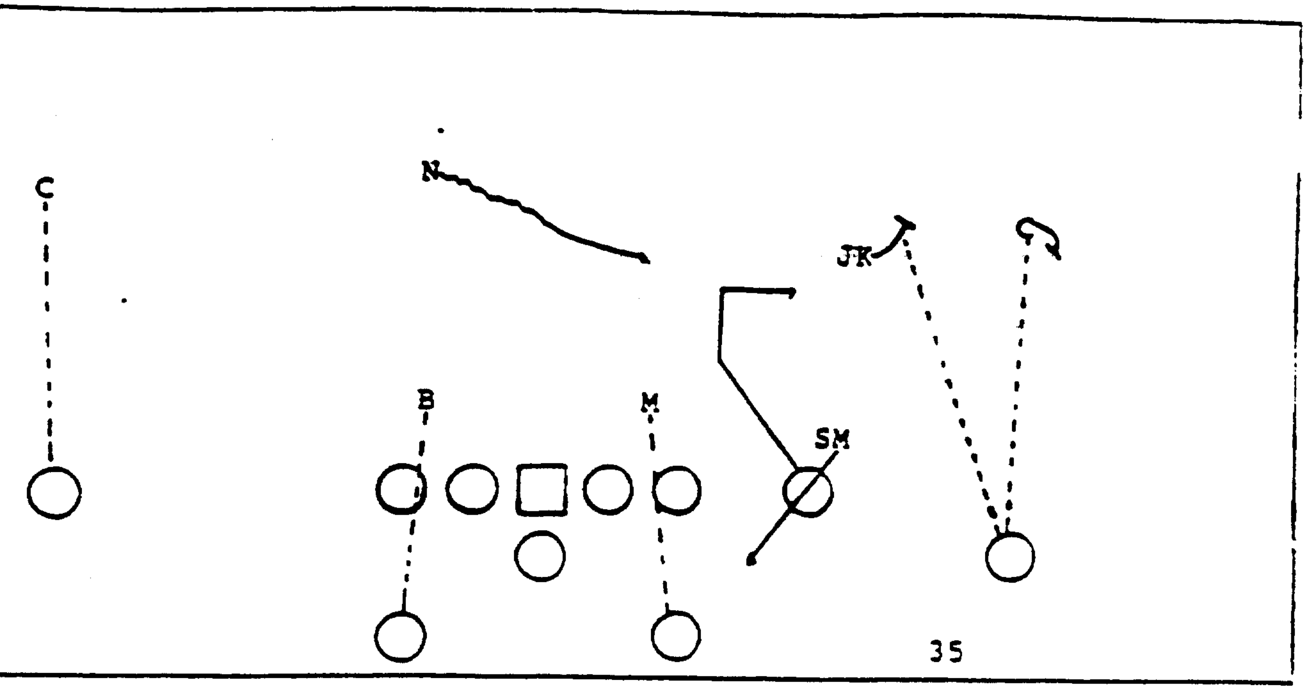
# NICKEL CHOICE ROUTE

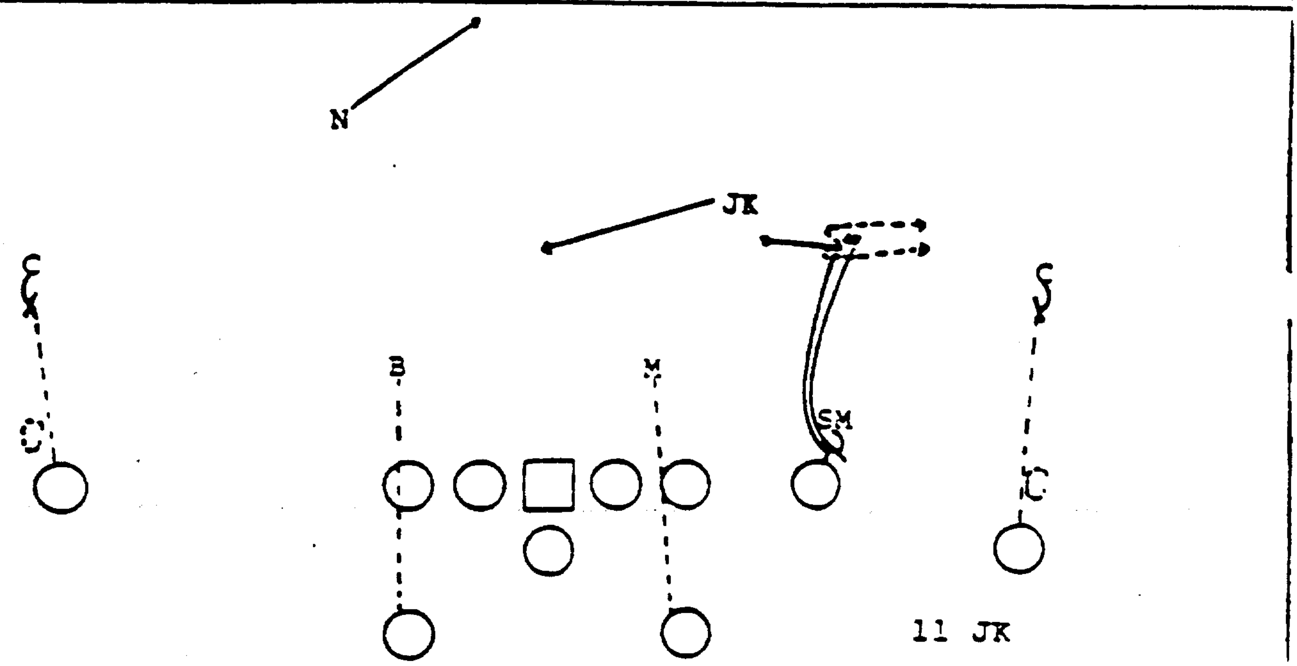


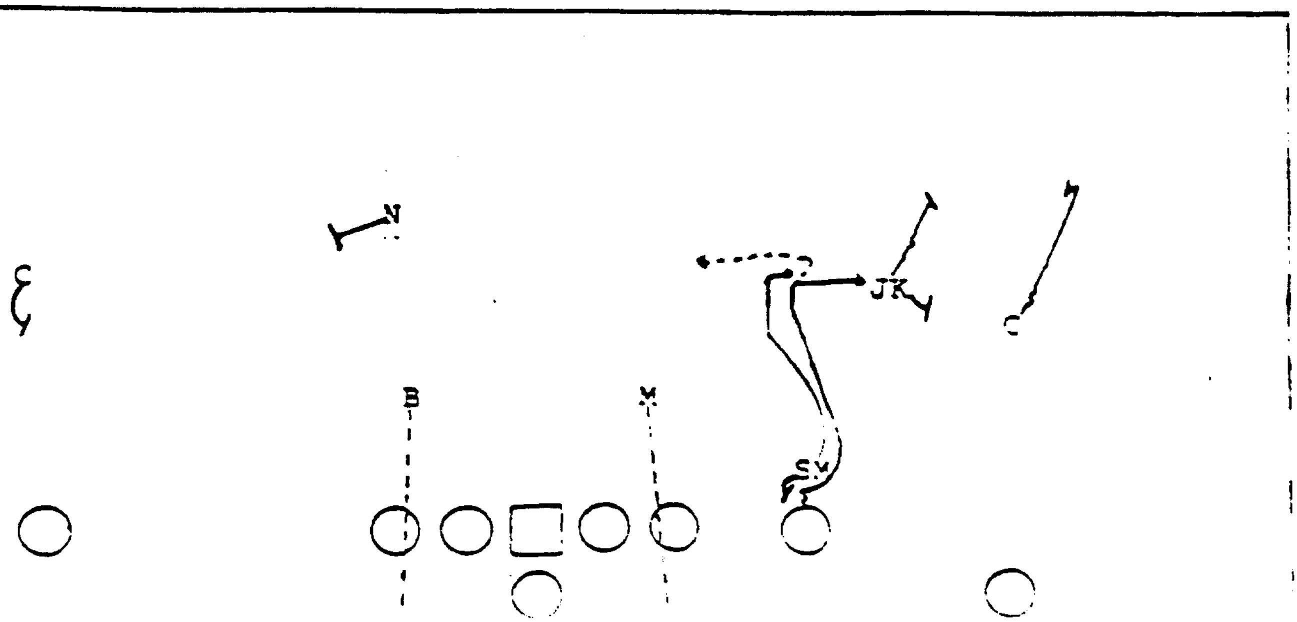



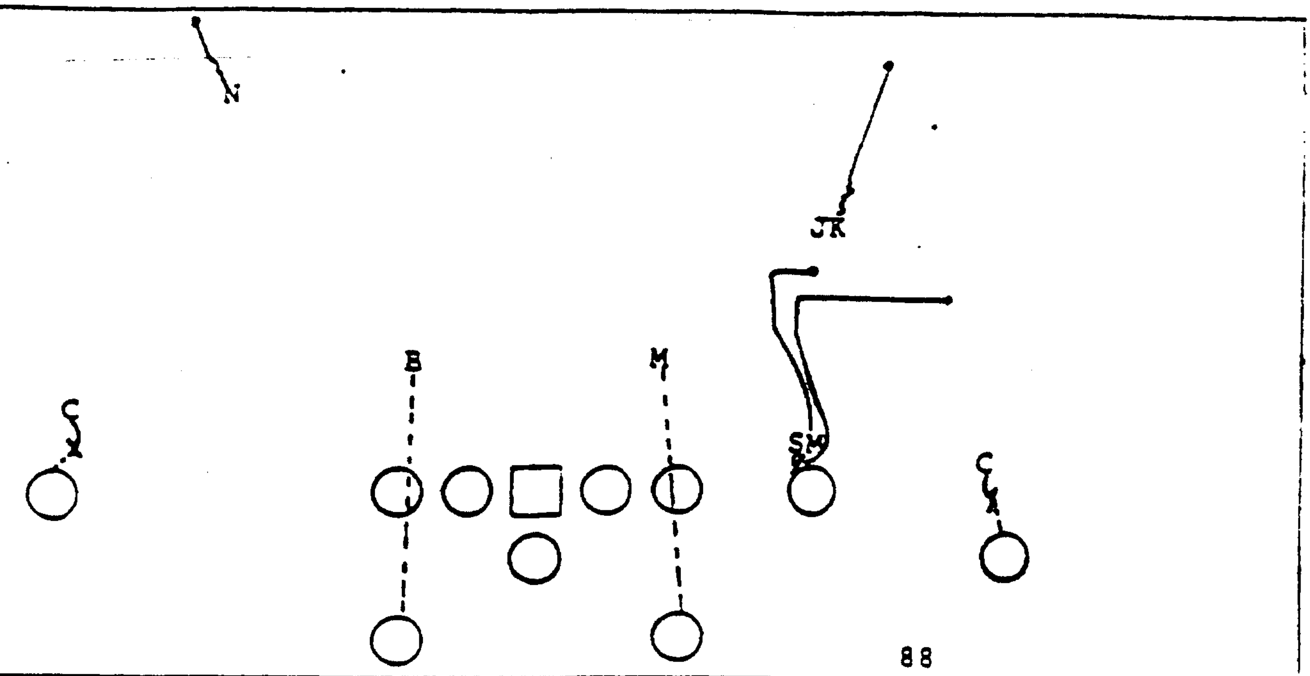



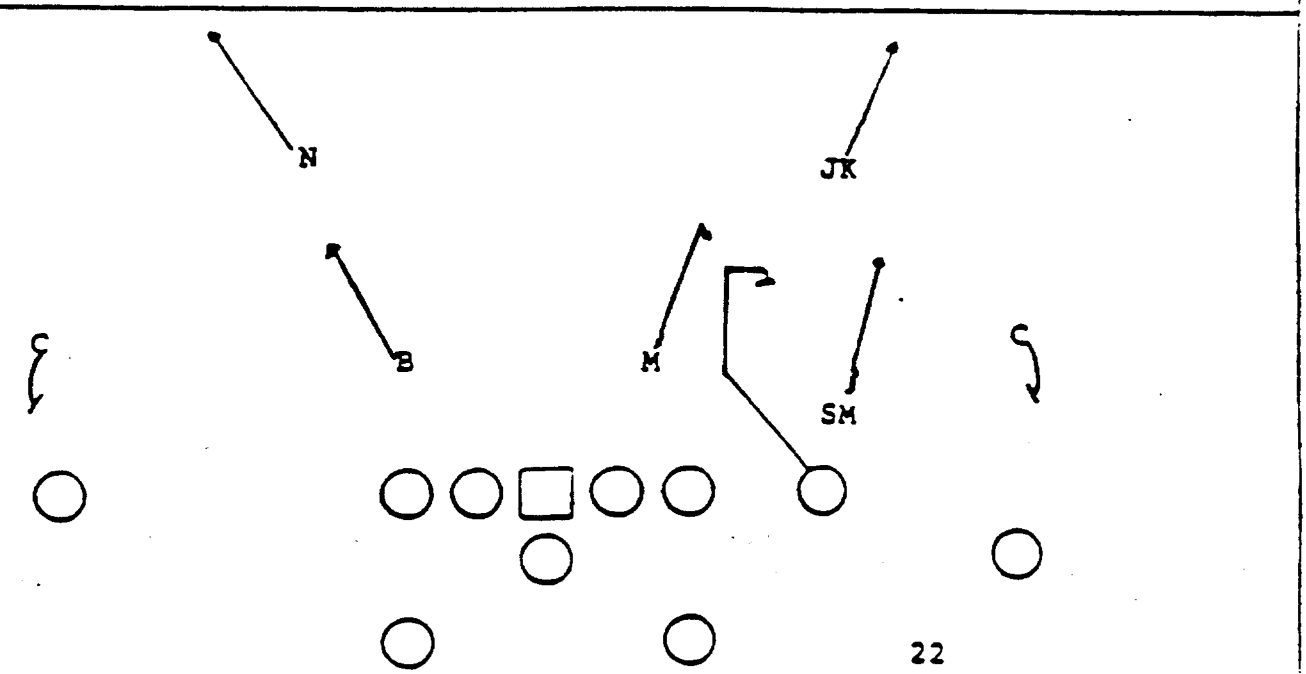
# NICKEL CHOICE ROUTE

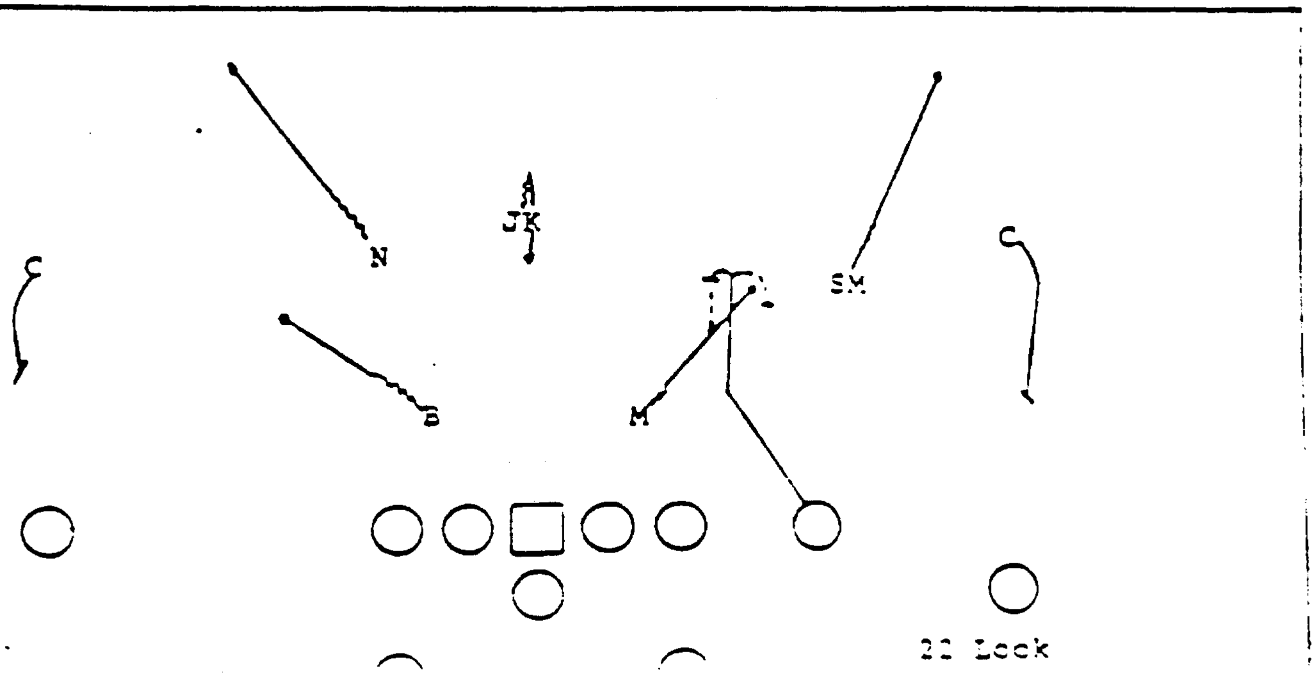


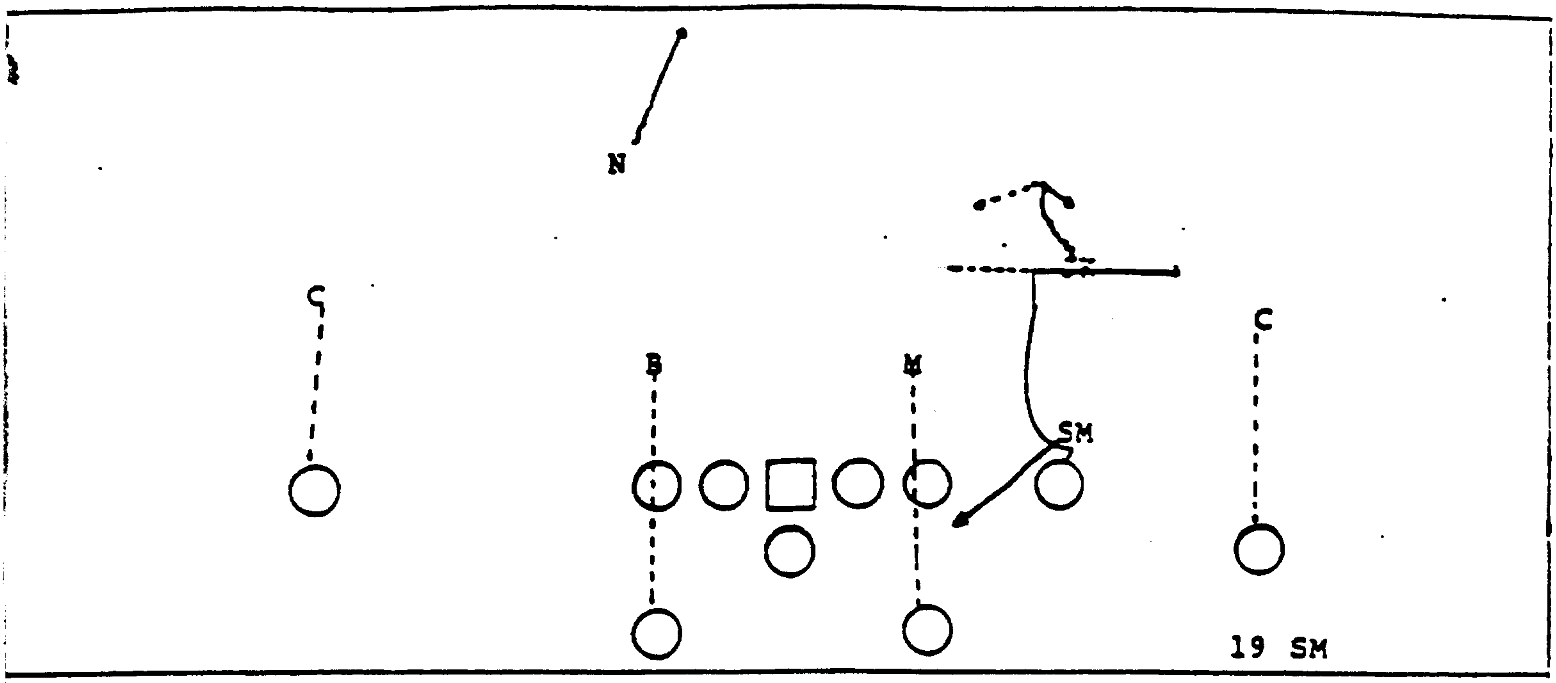



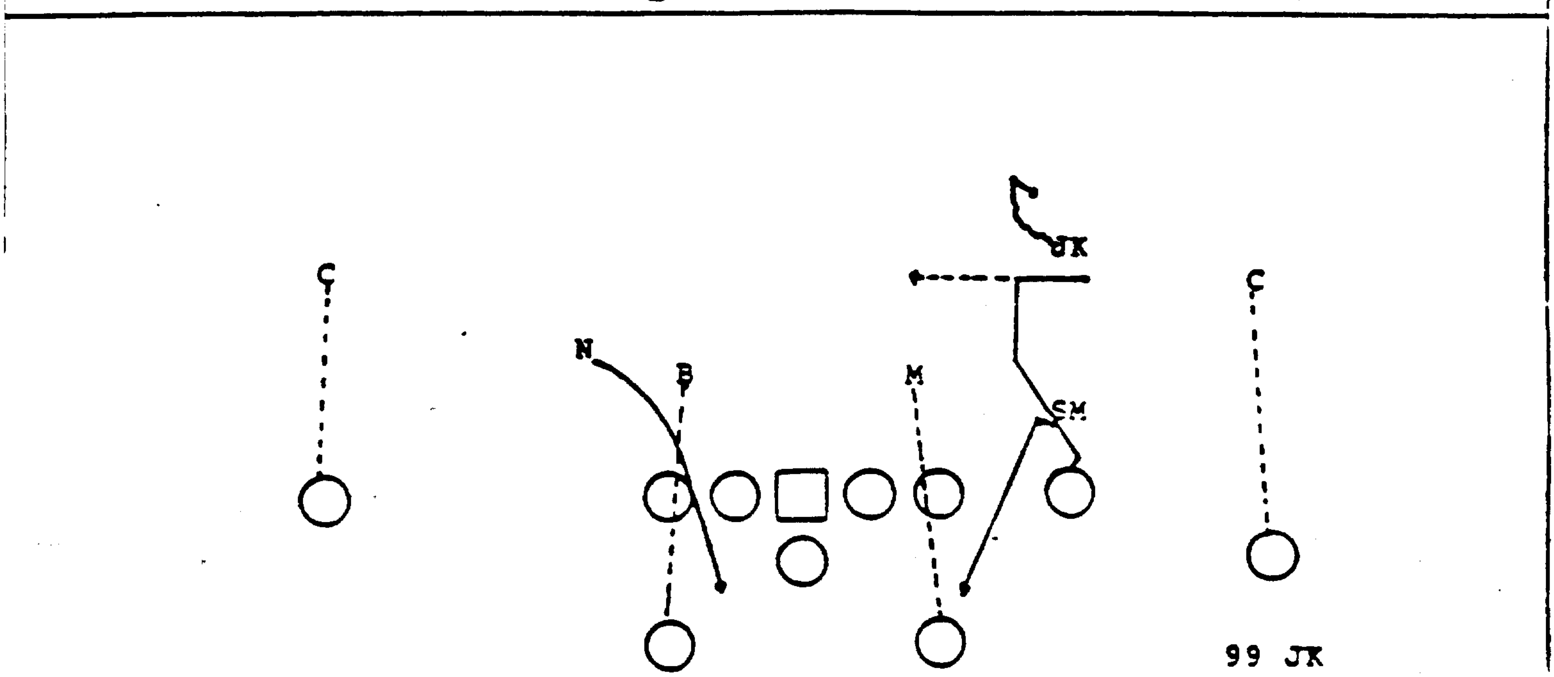



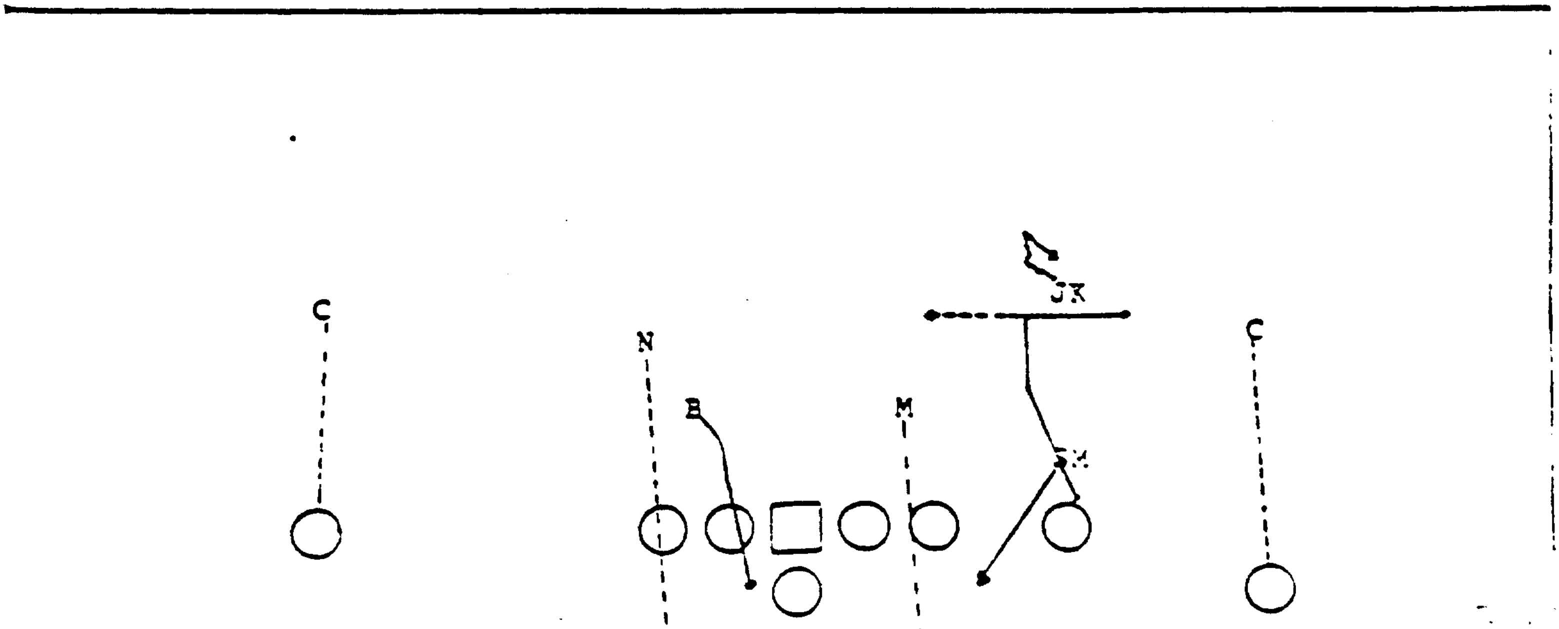

N
JK
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C
SM
C
88


N
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22

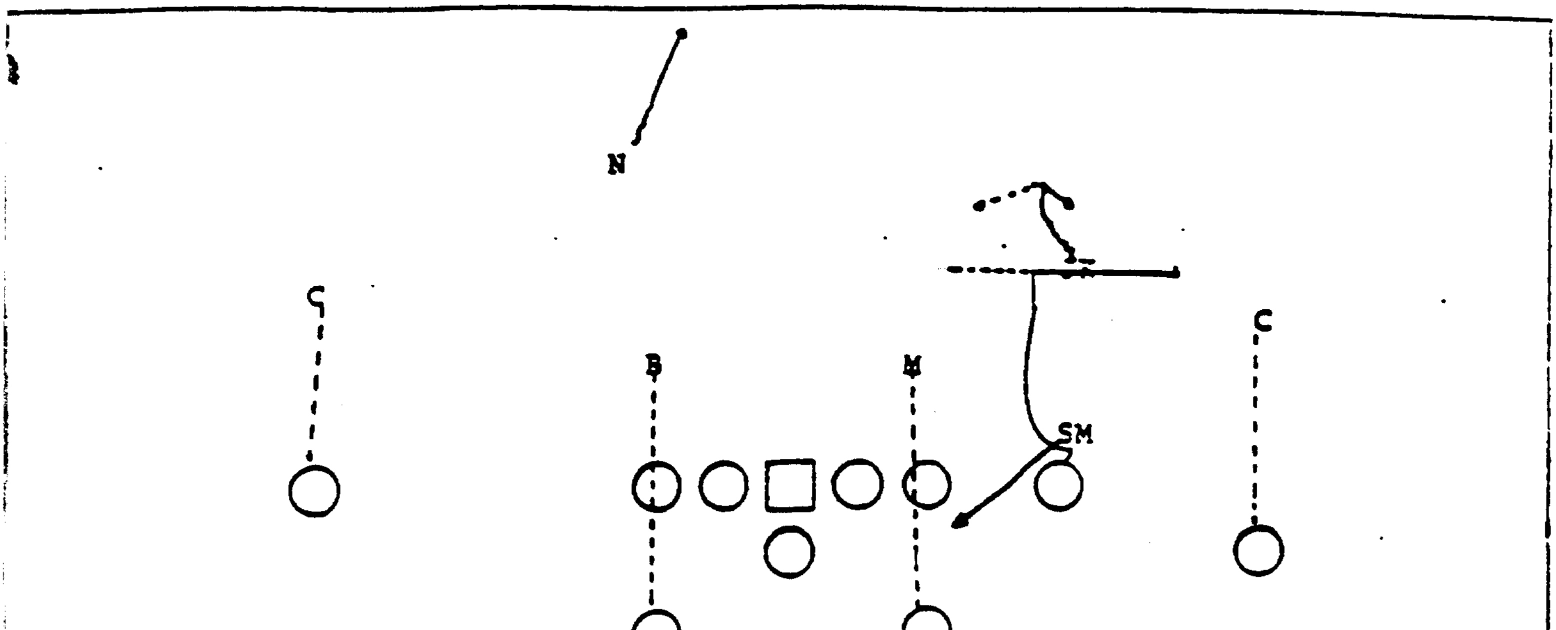

N
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22 Lock


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SM
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19 SM

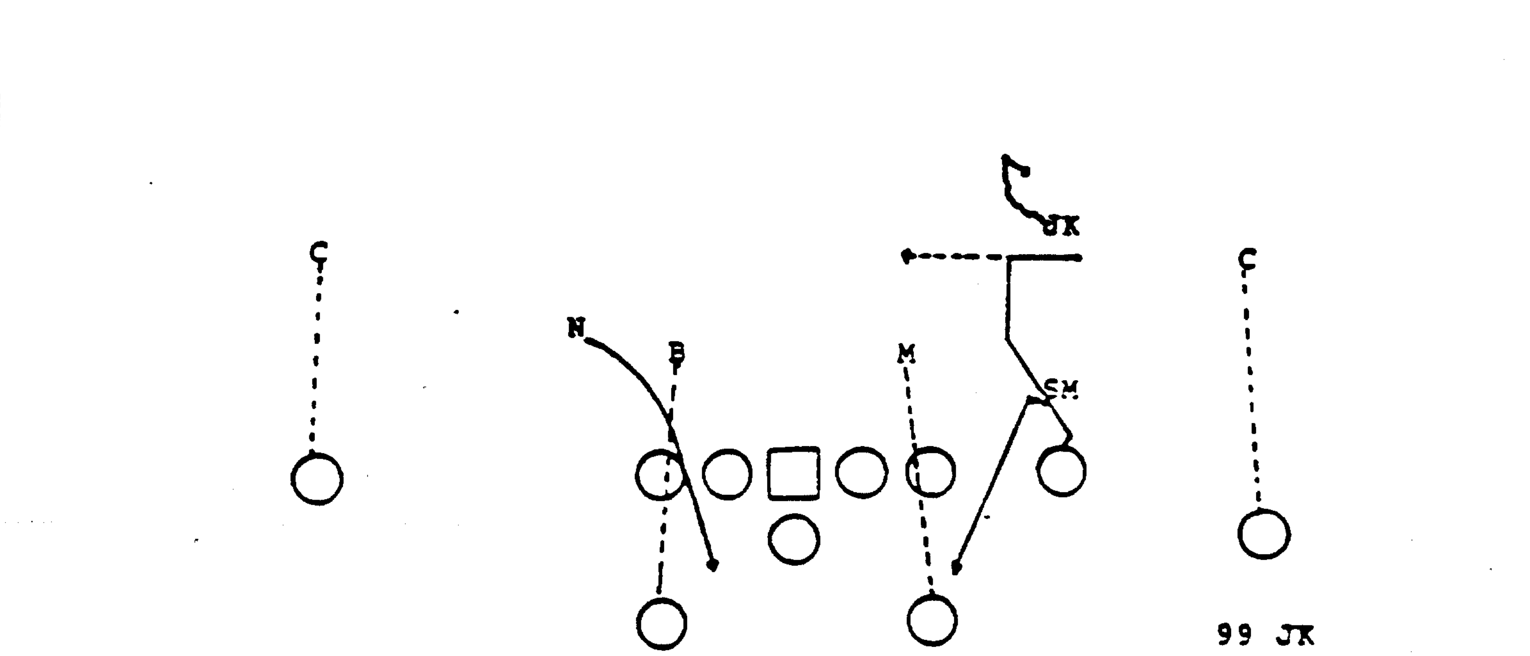

JK
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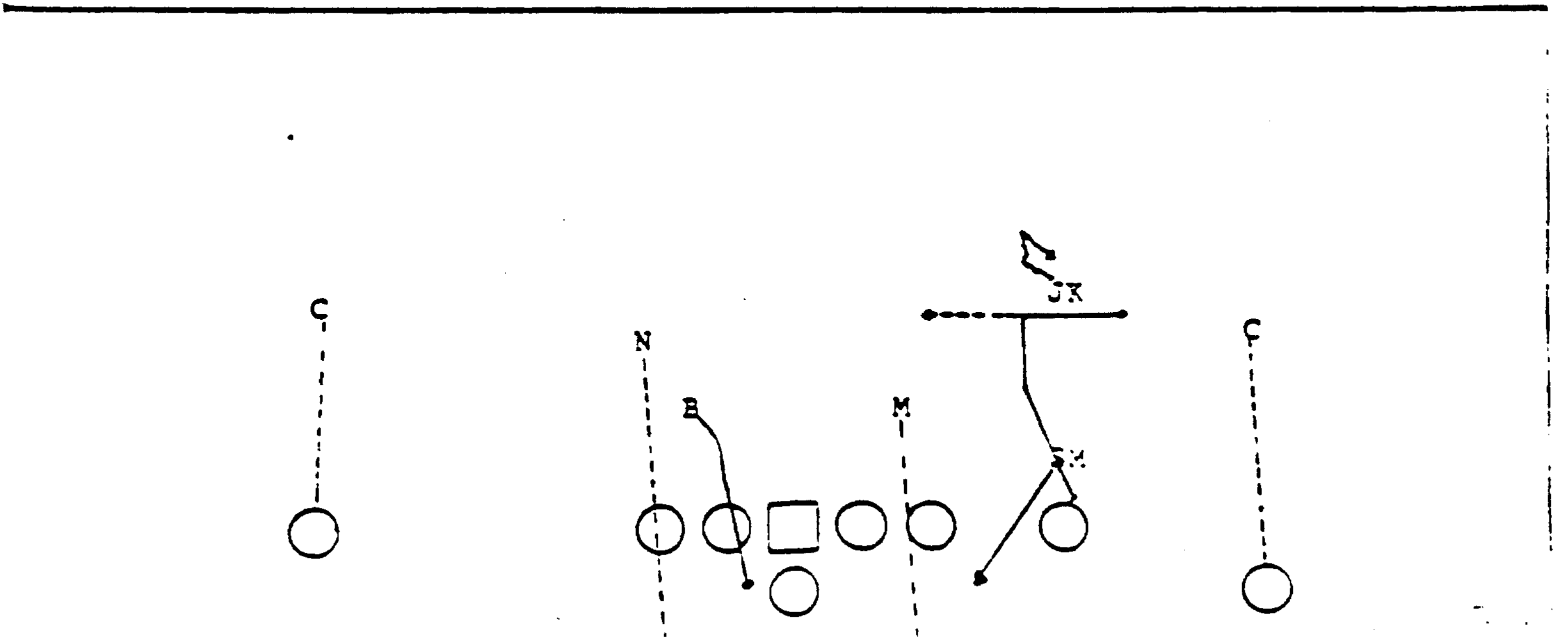
# NICKEL CHOICE ROUTE




19 SM




99 JK



# SECTION "J"

## RECEIVER SCRAMBLE RULES

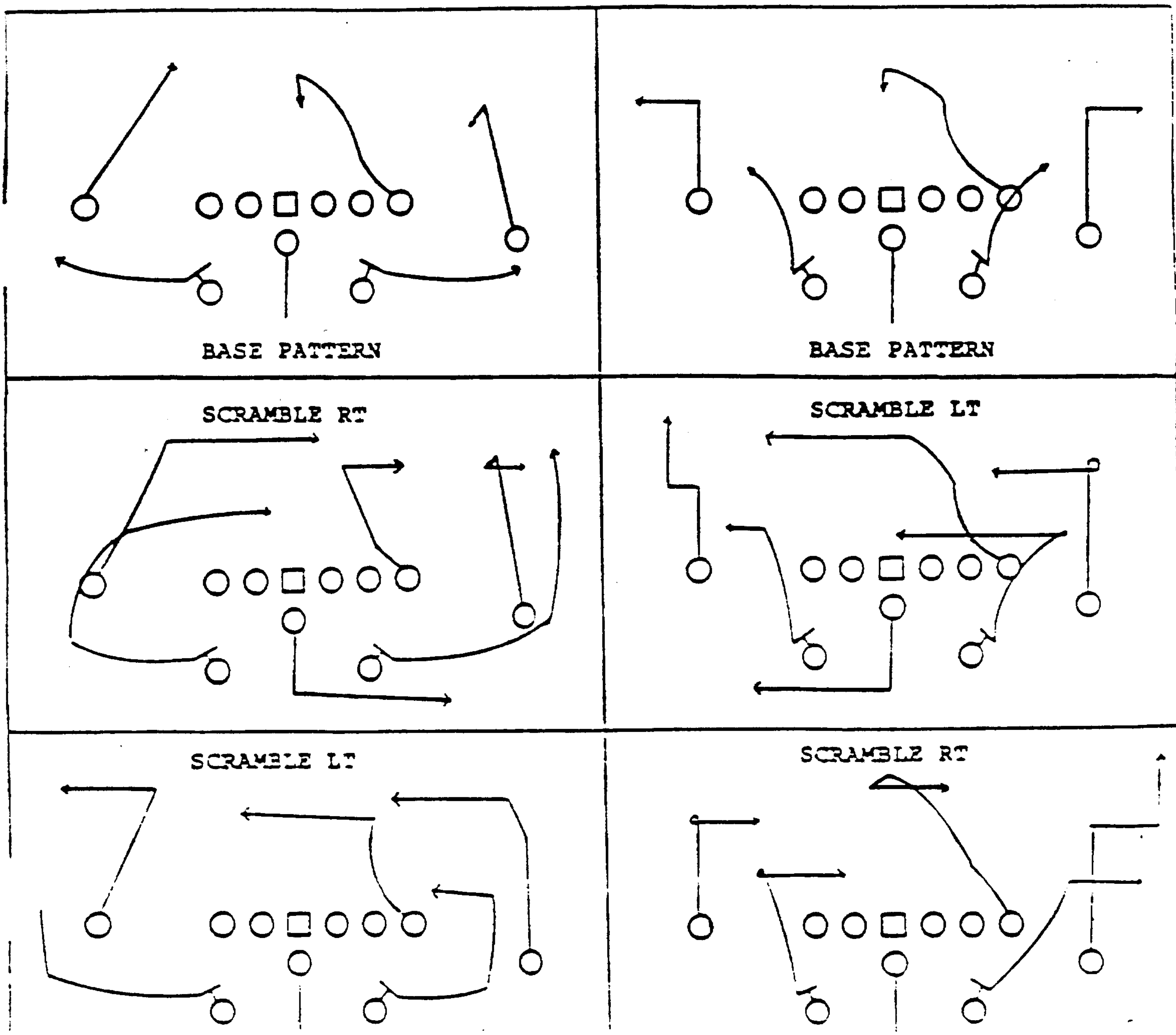
J50 Scramble Rules

# SCRAMBLE RULES

1. Scramble Rules are used when QB is forced out of the pocket by Defenders.

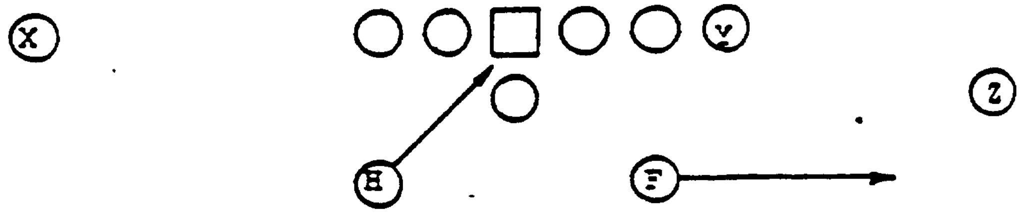
2. All Receivers and Backs Run Parallel with the QB. Stay on same level you are in your Route. If you reach a point 5 yds. from the sideline turn up to the end zone.

   Examples Below:

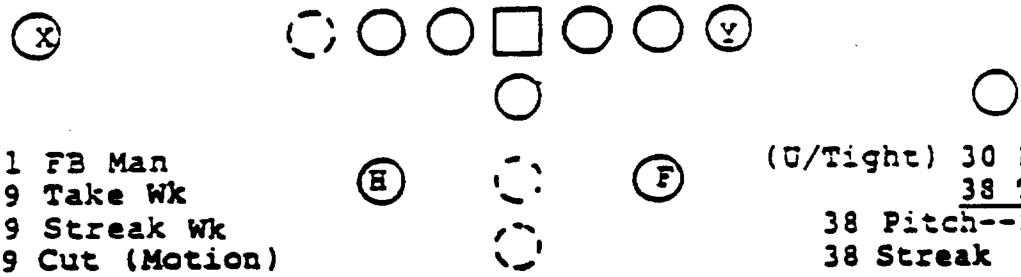


) QK Pitch-Trap Action

) QB opens out with QK pitch action.



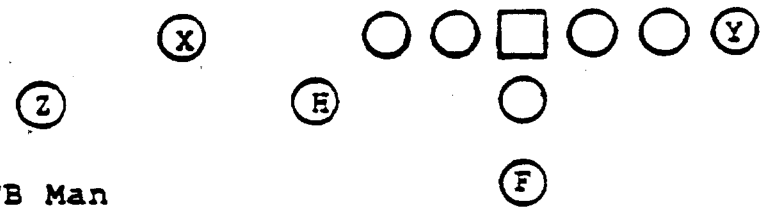

Back Sets




U/Tight 31 FB Man
U 39 Take Wk
U 39 Streak Wk
39 Cut (Motion)

(U/Tight) 30 HB Man
38 Take
38 Pitch--Z Short
38 Streak

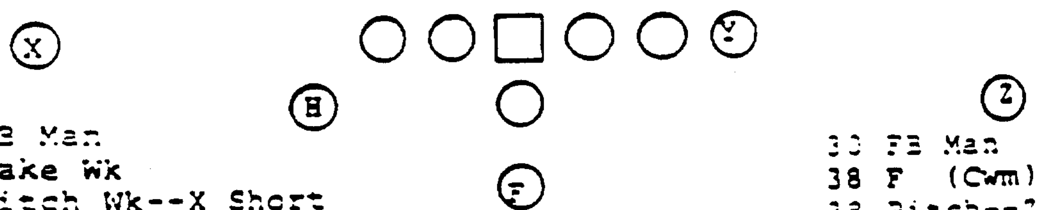
ce




over 31 FB Man
over 39 Take Weak

30 FB Man
38 Take

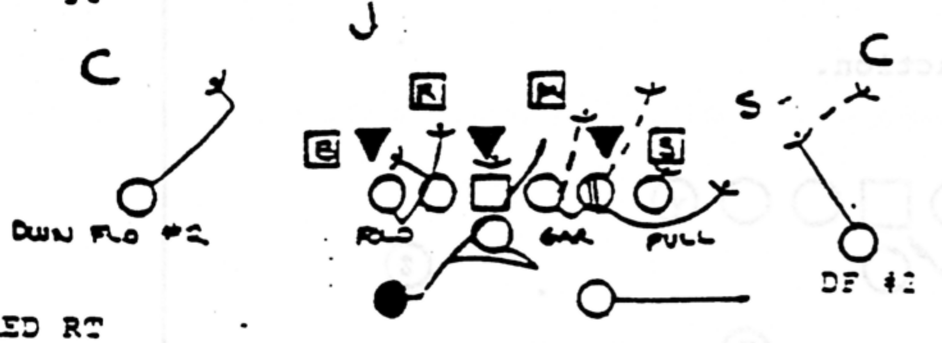
eure




31 FB Man
over 39 -Take Wk
over 39 Pitch Wk--X Short
over 39 Streak Wk
39 Cut--HB Opp

30 FB Man
38 F (Cwm)
38 Pitch--Z Short
38 Streak (Cwm) (Cwm)
38 Cut Strong--Y Opp
Y Opp

30




RED RT

PLAY: 30/31 HB MAN

CPs:

HB - PSL covered C or O.G. for possible charge.

Y - DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION.

ON T - ONSIDE O.G. UNCOVERED, PULL TO INFLUENCE DEF. ONSIDE O.G. COVERED, DRIVE # MAN OVER YOU.

ON G - UNCOVERED, GAR #. COVERED, DRIVE # MAN OVER YOU.

CENTER - COVERED, DRIVE # MAN OVER YOU. UNCOVERED, CHOKE #.

OFF G - UNCOVERED, FOLD #. COVERED (40), CHOKE #. COVERED (UNDER-UNDER L DRIVE # MAN OVER YOU.

OFF T - OFFSIDE O.G. UNCOVERED, FOLD #. OFFSIDE O.G. COVERED, DRIVE # MAN OVER YOU.

X - DOWNFIELD #2. TIGHT, DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION.

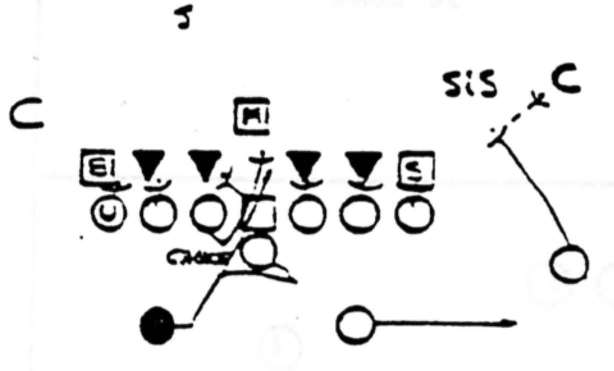
Z - DF #2 | U. BLOCK X TIGHT RULE.

HB - SLIDE STEP - AIM FOR FAR LEG OF CENTER - RUN OFF MOVEMENT OF NOSE TACKLE, OR O.G. IF COVERED.

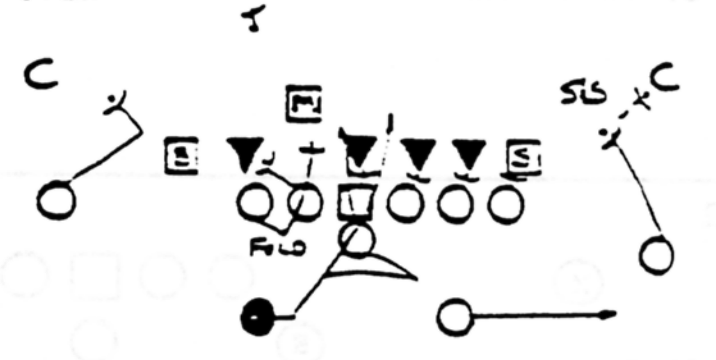
FB - FAKE TOSS

QB - Open Out Fake Toss Action, Hand Back to Back.

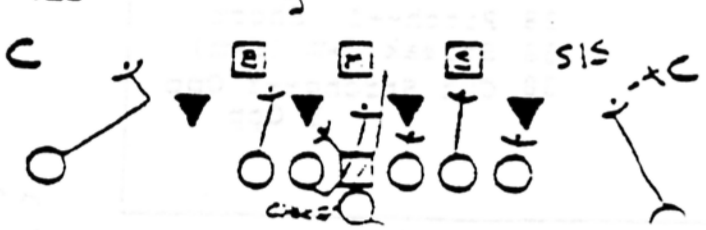
40




OVER



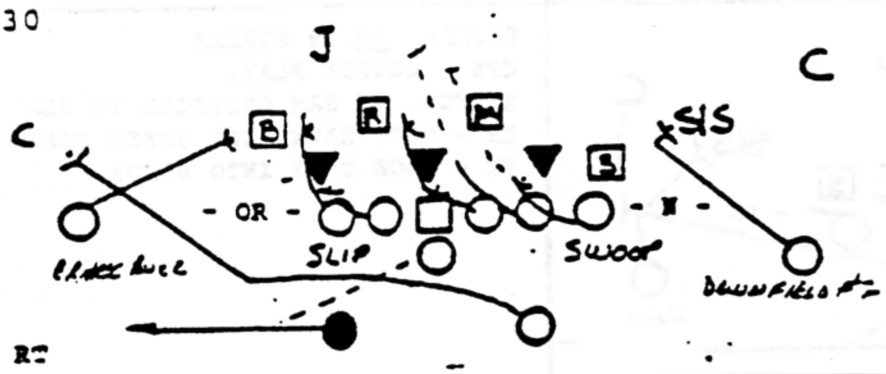

41S



UNDER L



30



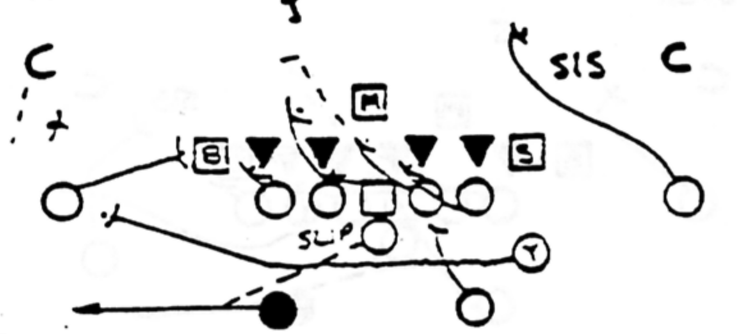

D RT

PLAY: 38/39 CUT

CPS: COURSE PLAY X TECH ON BUCK CRITICAL TO PLAY. USE A/C MOTION AND Y MOTION

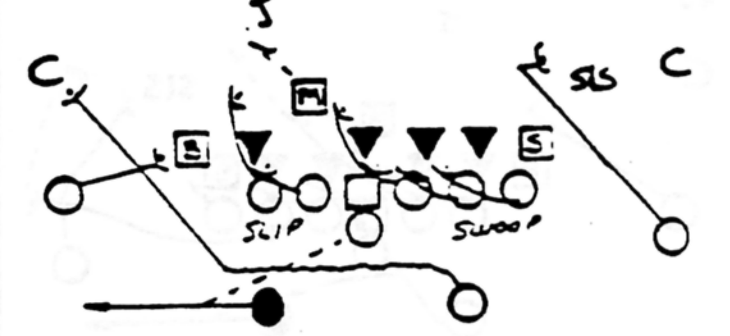
| | |
|---|---|
| Y | ON L.O.S., SWOOP #. Y MOTION BLOCK CORNER |
| ON T | ONSIDE O.G. UNCOVERED, USE LOOSE SLIP # ONSIDE O.G. COVERED, # MAN OVER YOU |
| ON G | UNCOVERED, USE LOOSE SLIP # W/O.T. COVERED, CENTER UNCOVERED, USE LOOSE SLIP # W/CENTER. BOTH COVERED # MAN. |
| CENTER | COVERED, USE LOOSE SWAP #. UNCOVERED, USE LOOSE SLIP # W/ONSIDE O.G. |
| OFF G | SWOOP # |
| OFF T | SWOOP # |
| X | CRACK # ON BUCK |
| Z | DOWNFIELD #2 |
| HB | RELEASE LATERALLY LOSING GROUND SLIGHTLY. TAKE PITCH FROM QB AND SPRINT WIDE TO RUN OFF OF HB'S BLOCK. STRETCH THE DEF. OUT UNDER HIS KICK OUT BLOCK. |
| FB | IN MOTION, EXPECT BALL TO BE SNAPPED OUTSIDE OT'S AREA. SPRINT TO CORNER BACK AND KICK OUT. "Y" MOTION, SEAL OFF BACK SIDE T'S BUTT. |
| QB | OPEN, FLIP BALL TO HB. |

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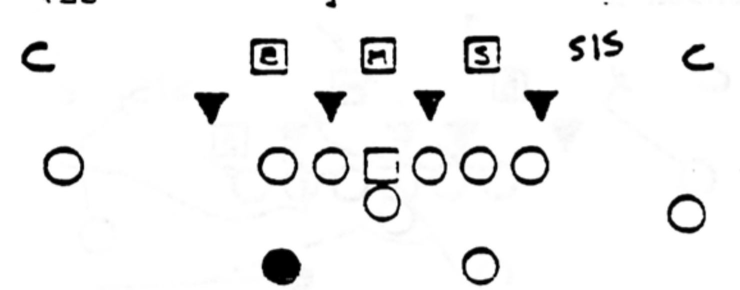



MOTION

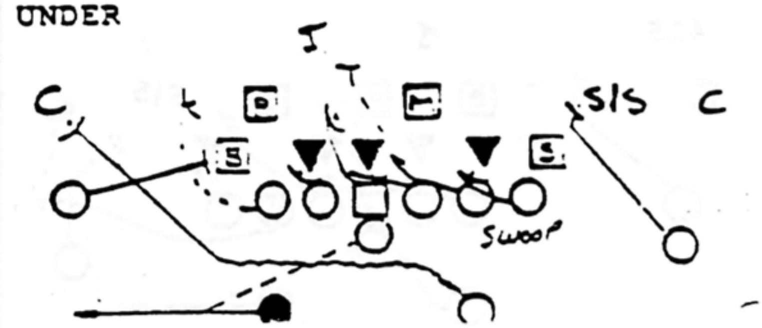
OVER



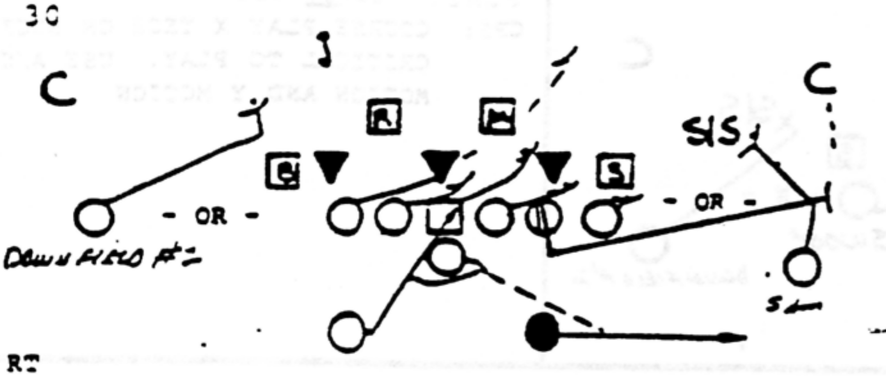

4LS




UNDER



30

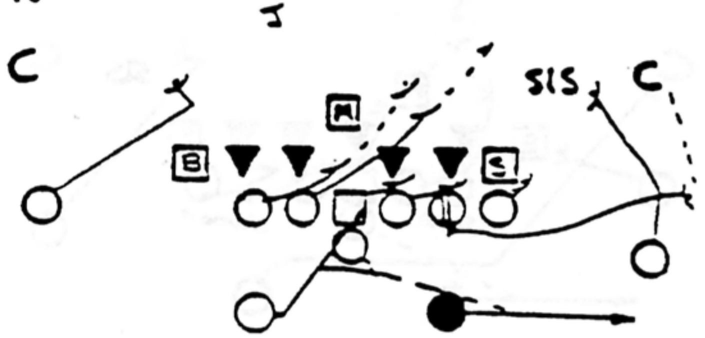



RED RT

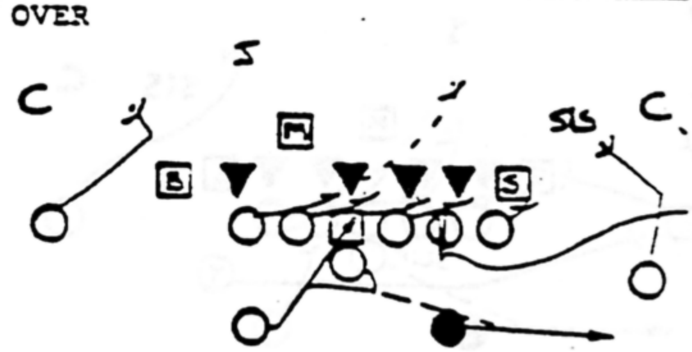
PLAY: 38/39 STREAK
CPS - COURSE PLAY.
Z TECH. ON SAM CRITICAL TO PLAY
HB - MUST HAVE FULL SPEED FAKE
FB - LOOK TOSS INTO HANDS

| | |
|---|---|
| Y | # MAN OVER YOU - REACH # |
| ON T | PULL. BLOCK CORNER |
| ON G | PULL FLAT # DE |
| CENTER | ONSIDE O.G. COVERED, PULL FLAT # MAN ON ONSIDE O.G.<br>ONSIDE O.G. UNCOVERED, PULL FOR MAC, RUN COURSE |
| OFF G - | CENTER COVERED, PULL FLAT # MAN ON CENTER<br>CENTER UNCOVERED. PULL FOR MAC. RUN COURSE |
| OFF T - | SWOOP # |
| X | DOWNFIELD #2. TIGHT SWOOP #. |
| Z | # SAM |
| HB | FAKE 30 HB MAN |
| FB | RUN 38 STREAK. STAY WITH PULLING TACKLE. BREAK UNDERNEATH OR OUTSIDE OF HIS BLOCK. |
| QB | OPEN, TOSS BALL TO FB, FAKE 30 HB MAN. |

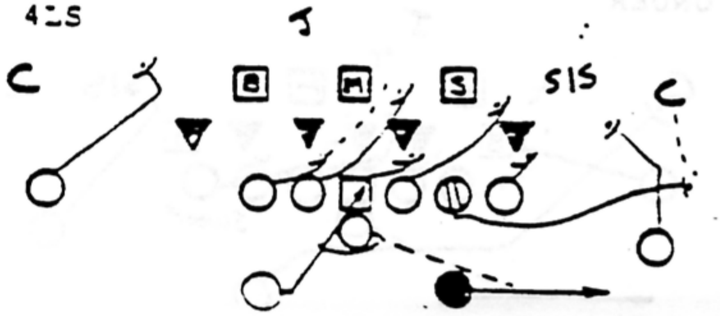
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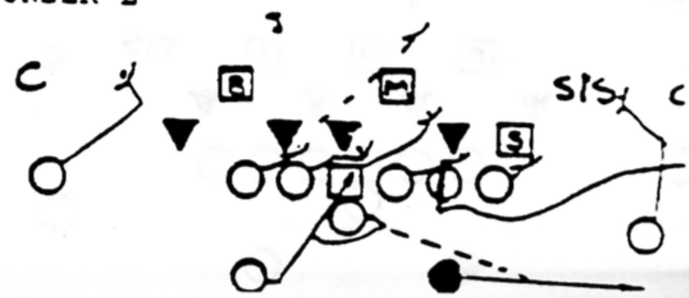

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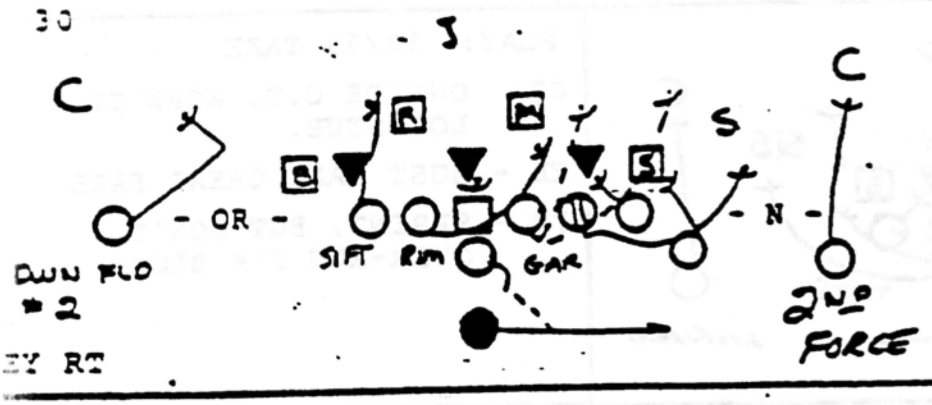



41S




UNDER L






PLAY: 38/39 PITCH

CP'S = OT. PULL FOR FORCE.
FB - STRETCH THE DEFENSE THE BE PREPARED TO CUT UNDER T' BLOCK. TAKE PSL @ DEFENSE TO DETERMINE THE FORCE.

Y - # DOWN. USE JACK # V. 30 Ø OR 4LS.

ON T - PULL # FIRST FORCE (ALERT FOR QUICK FORCE).

ON G V.EVEN: SLIP # W/CENTER. (MAY # MAN OVER IF CENTER PULLS) V. BUBBLE OVER YOU: GAR. #. V. OVER: # MAN OVER.

CENTER V. EVEN: SLIP # W/ON G. POSS: PULL. COVERED: # MAN OVER

OFF G - COVERED: # MAN OVER. SWAP # V. UNDER UNCOVERED: RIM #. V. UNDER: SWAP # W/OFF T.

OFF T - SIFT #. V. UNDER: SWAP #.

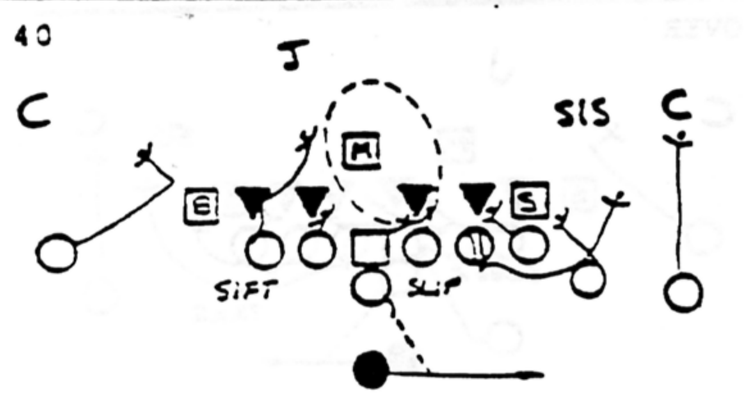
X DOWNFIELD #2

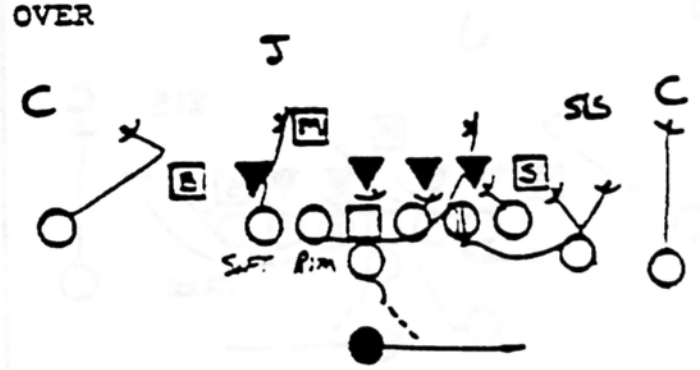
Z 2ND FORCE

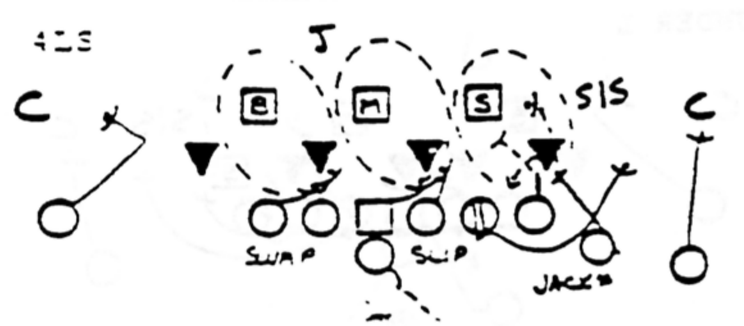
FB BALL CARRIER

E BLOCK DOWN-MAN OVER Y. USE JACK # V. 30Ø or 4LS.

QB FRONT OUT TOSS TO B.C.

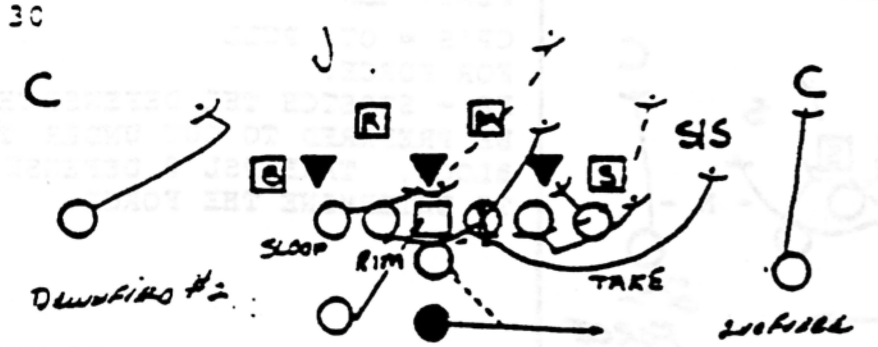





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BROWN RT

PLAY: 38/39 TAKE

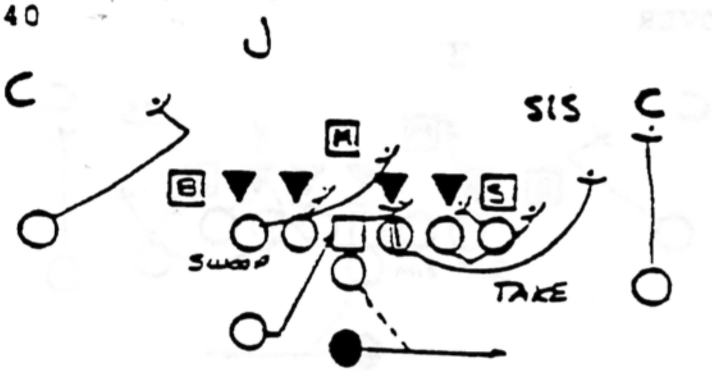
CP: ONSIDE O.T. WORK TO LOG STUB.

HB - MUST MAKE GREAT FAKE

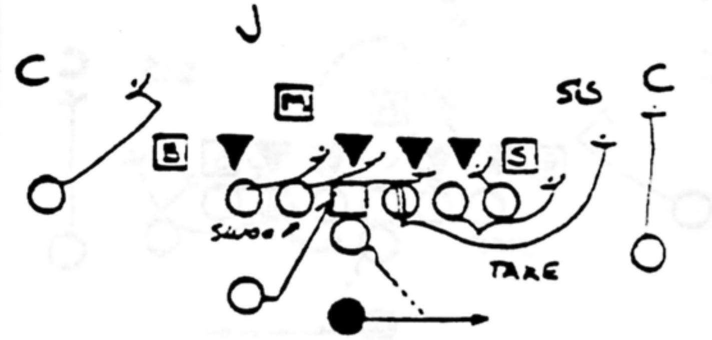
FB - SPRINT, BUT DON'T OVER-RUN G's BLOCK.

| | |
|---|---|
| Y | ONSIDE OT. COVERED, TAKE #. ONSIDE O.T. UNCOVERED, REACH # MAN OVER YOU. |
| ON T | COVERED, TAKE #. UNCOVERED, TAR #. |
| ON G | PULL, # FIRST FORCE |
| CENTER | ONSIDE O.G. COVERED, REACH # MAN OVER HIM. ONSIDE O.G. UNCOVERED, # MAN OVER YOU. |
| OFF G | ONSIDE O.G. UNCOVERED, RIM # ONSIDE O.G. COVERED, SWOOP # |
| OFF T | BACKSIDE O.G. COVERED, SWOOP # BACKSIDE O.G. UNCOVERED, SLOOP # |
| X | DOWNFIELD #2 |
| Z | BLOCK 2nd FORCE |
| HB | FAKE 30 HB MAN |
| FB | RELEASE LATERALLY LOSING GROUND SLIGHTLY. TAKE PITCH FROM QB. STAY WITH PULLING GUARD. RUN OFF OF HIS BLOCK. |
| QB | OPEN, FLIP BALL TO FB. |

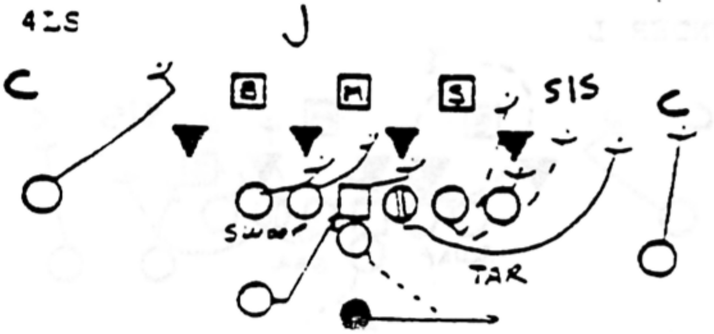
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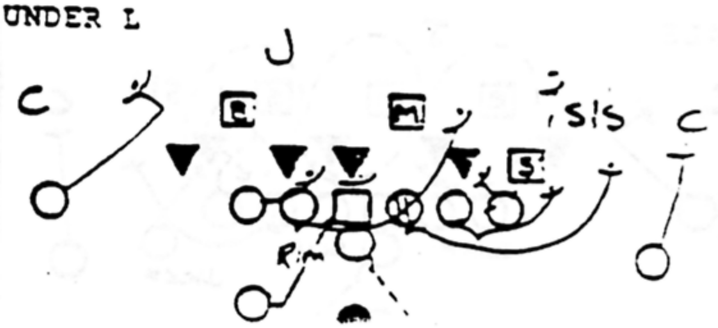

OVER




4LS

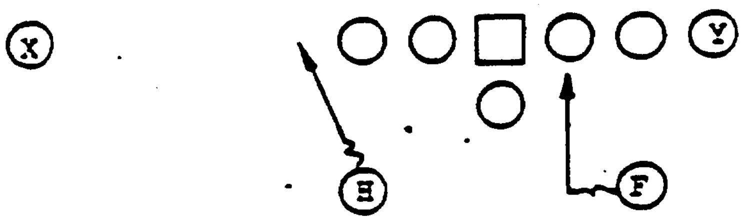



UNDER L

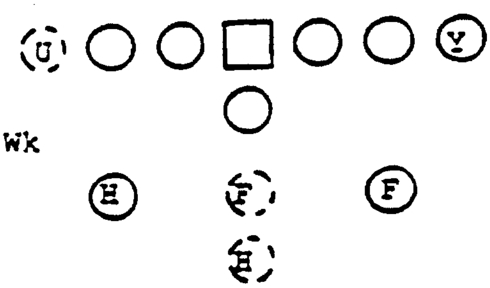


# FORTY SERIES RUNS
## BY FORMATION

1) Draws + 46 OT
2) QB takes normal pass drop
3) QB opens to ball carrier on 46 OT



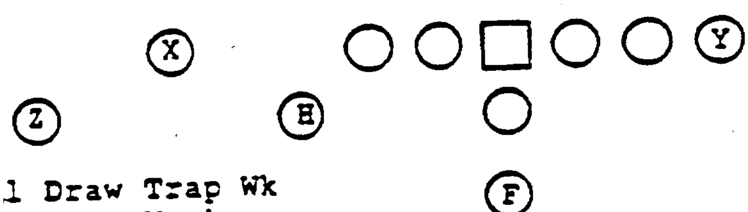

**2 Back Sets**




U 41 Draw Trap Wk
U/Tight 43 Draw Wk
43 Lag Draw
45 Ld Draw
49 Draw
(U) 47 OT

40 Draw Trap
42 Draw
44 Ld Draw Strong
48 Draw Strong
46 OT
QB Draw RT

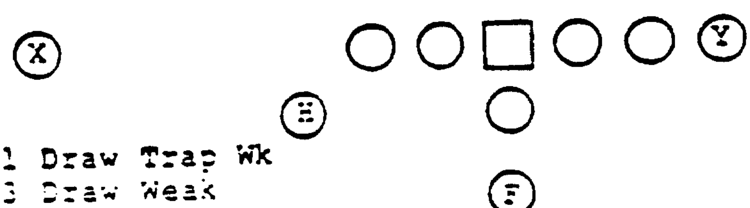
**Ace**




U/Rover 41 Draw Trap Wk
43 Draw Weak
45 Ld Draw--H Qk
49 Draw
U/Rover 47 OT

40 Draw Trap
42 Draw
46 OT

**Deuce**

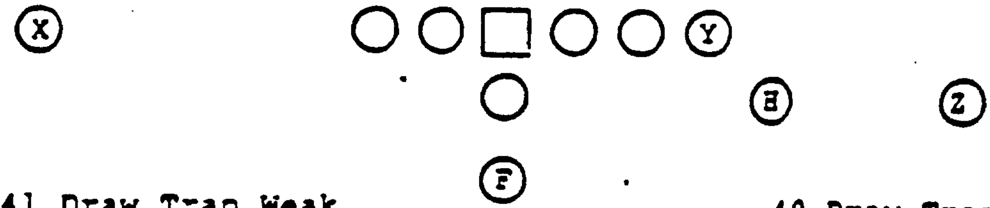



U/Rover 41 Draw Trap Wk
43 Draw Weak
45 Ld Draw--H Qk
49 Draw (Cwm)
U/Rover 47 OT

40 Draw Trap (Cwm)
42 Draw
46 OT (Cwm)

# FORTY SERIES RUNS BY FORMATION

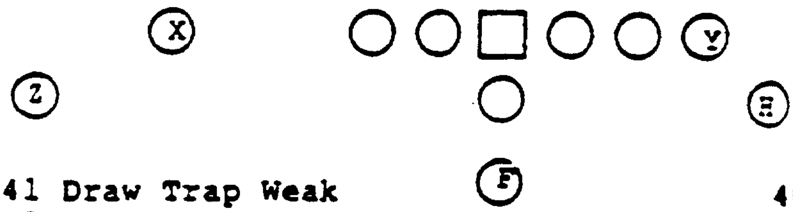
## Trey




U 41 Draw Trap Weak
U/Tight 43 Draw Weak
U 47 OT

40 Draw Trap
42 Draw
44 Ld Draw--H Qk
48 Draw
46 OT

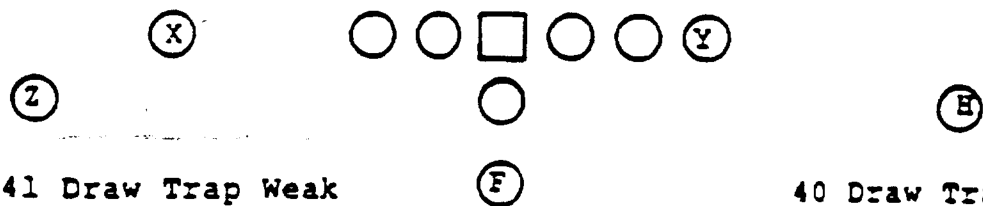
## Flank




U 41 Draw Trap Weak
U/Tight 43 Draw Weak
U 47 OT

40 Draw Trap
42 Draw
46 OT

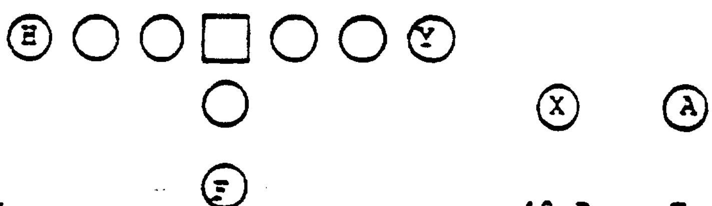
## Flex




U 41 Draw Trap Weak
U/Tight 43 Draw Weak
U 47 OT

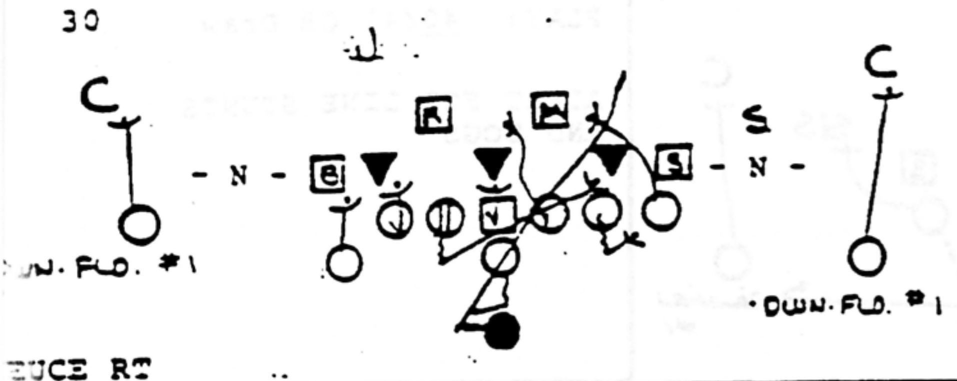
40 Draw Trap
42 Draw
46 OT

## Twins




Rover 41 Draw Trap Weak
43 Draw
Rover 47 OT

40 Draw Trap
42 Draw
46 OT




PLAY: 40/41 Draw Trap

CPs:

B.C. PSL the man to be trapped for possible charge.

Y - ONSIDE O.G. UNCOVERED, #DWN. ON MAC. ONSIDE O.G. COVERED #MAN OVER YOU.

ON T- ONSIDE O.G. UNCOVERED, PASS-SET, # STUB. ONSIDE O.G. COVERED, #MAC, OVER DEF., # MAN OVER YOU.

ON G- UNCOVERED: #DOWN, RUB ON BACKSIDE INSIDE LBER V. 30 + OVER. COVERED, PASS-SET, #MDM. 41S, LOOK AT STUB.

CENTER- OFF G COVERED: # BACK. COVERED (30, OVER, OVERSTACK): # MAN OVER.

OFF G - TRAP FIRST MAN PAST CENTER ON L.O.S.

OFF T - # MAN OVER.

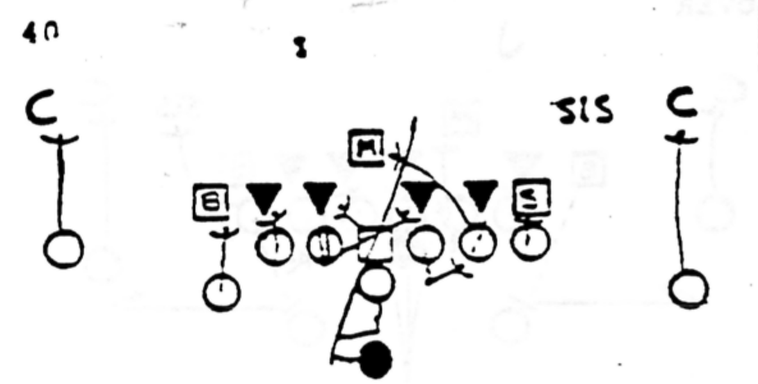
X - DOWNFIELD #1. OUTSIDE RELEASE BUMP & RUN.

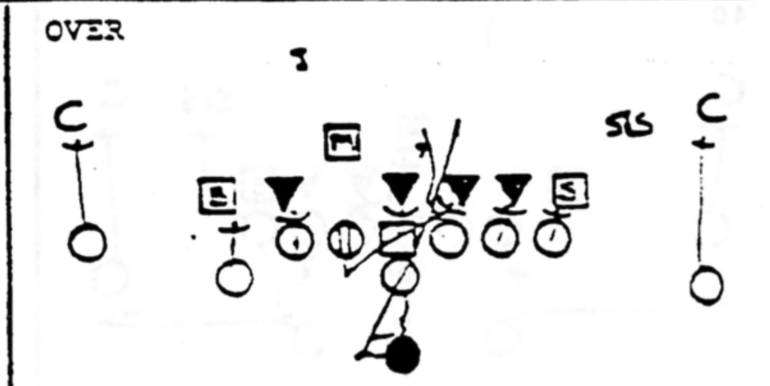
Z - DOWNFIELD #1. OUTSIDE RELEASE BUMP & RUN

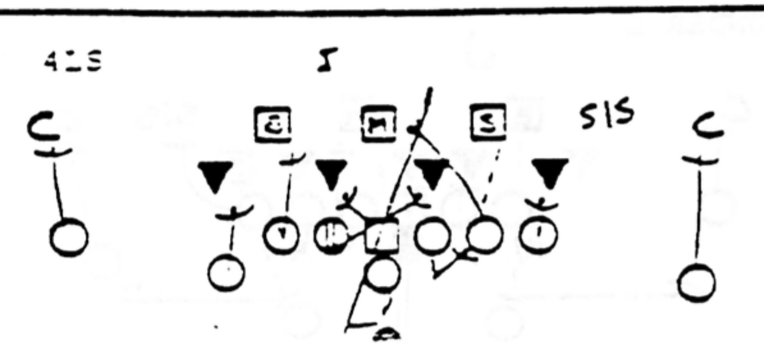
HB - BLOCK MAN OVER YOU. SHOW PASS, THEN COME OFF ON LB'ER.

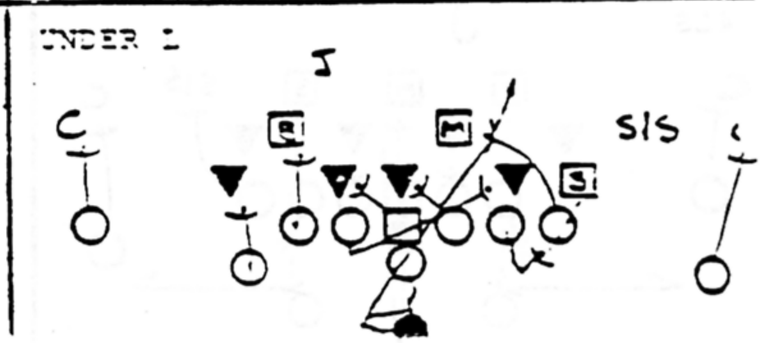
FB - BALL CARRIER - FLASH PASS PROTECTION - RUN OFF OF TRAPPING GUARD'S BLOCK.

QB - SHOW PASS DROP HAND TO B.C. C.P. 3 QK STEPS LOOK DOWNFIELD-FIND BC

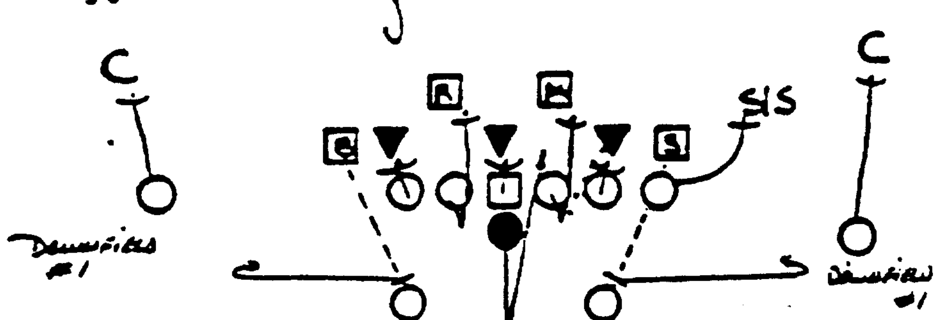


30




RED RT

PLAY: 40/41 QB Draw

ALERT FOR LINE STUNTS AND DOGS

Y

ON T -PASS SET, # MAN OVER.

ON G -PASS SET # MAN OVER.

CENTER-PASS SET, # MAN OVER.

OFF G - PASS SET, # MAN OVER.

OFF T - PASS SET, # MAN OVER.

X - BLOCK DOWNFIELD #1

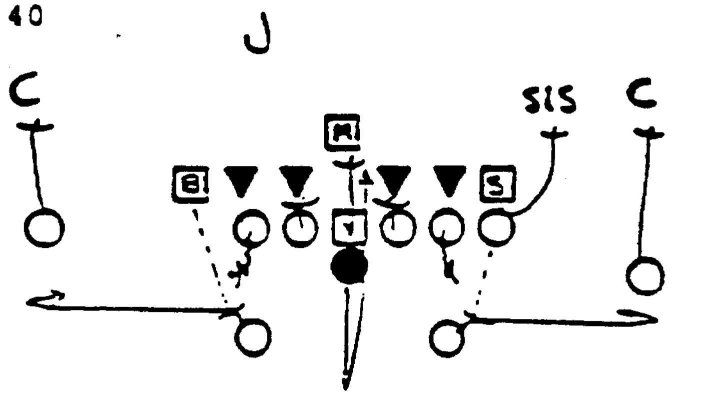
Z - BLOCK DOWNFIELD #1

HB- CHECK BUCK - RUN A FLARE

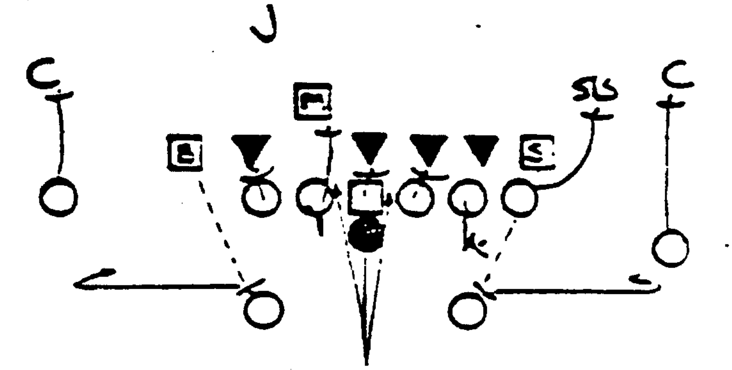
FB- CHECK STUB - RUN A FLARE

QB - SHOW PASS - 3 STEP DROP - RUN THE DRAW

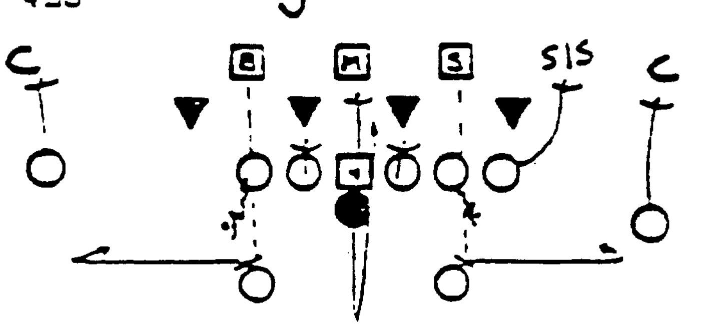
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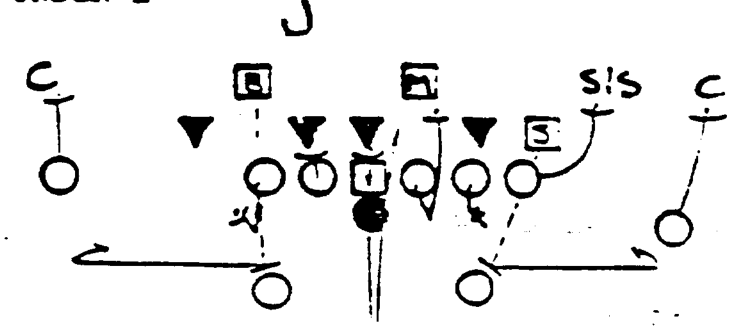

OVER

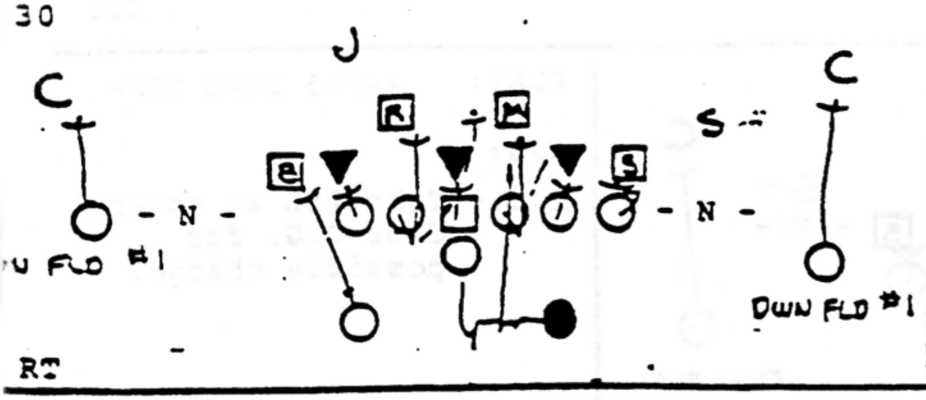



41S




UNDER 1






PLAY: 42/43 DRAW

CPs:

HB - Take PSL at covered C or OG for possible charge.

FB - Must wait for QB to bring ball to you.

Y - # MAN OVER. USE OUTSIDE RELEASE HD. FAKE. # INSIDE OUT.

ON T - PASS SET, # MAN OVER. ONSIDE O.G. UNCOVERED, SHORT SET. ZONE ALL STUNTS AND DOGS.

ON G - PASS SET # MAN OVER. ZONE ALL STUNTS AND DOGS.

CENTER - PASS SET # MAN OVER. COVERED, BOTH O.G's UNCOVERED, STAY WITH NOSE TACKLE ALL THE WAY-OTHERWISE ZONE STUNTS & DOGS.

OFF G - PASS SET, # MAN OVER. UNCOVERED, YOU MAY HAVE TO STEP AROUND NOSE TACKLE. ZONE STUNTS & DOGS W/O.T.

OFF T - PASS SET, # MAN OVER. ZONE ALL STUNTS & DOGS.

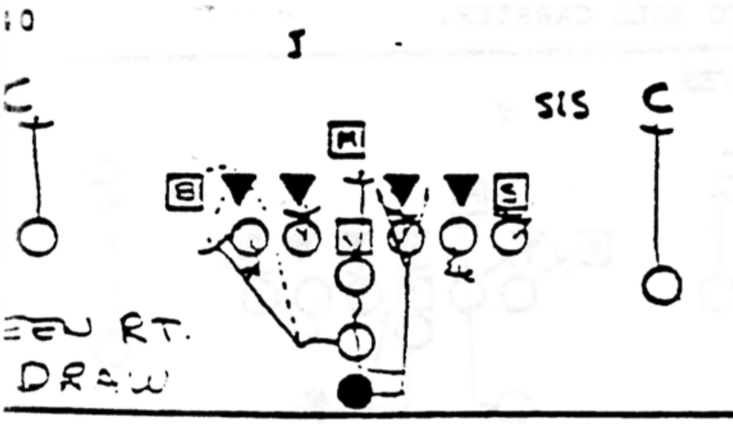
X - DOWNFIELD #1. TIGHT, # BUCK. 4LS, #D.E. OUTSIDE RELEASE BUMP & RUN.

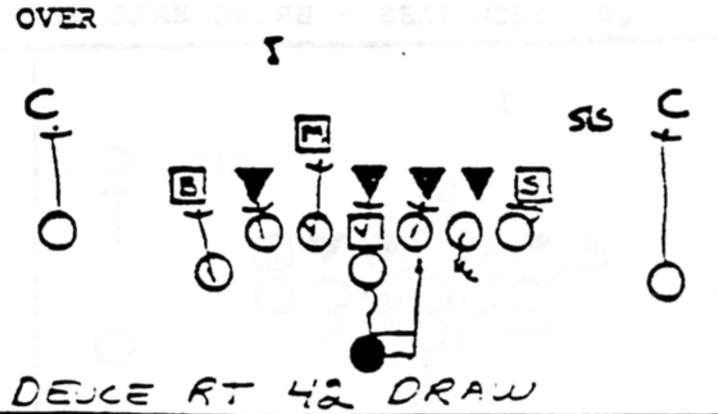
Z - DOWNFIELD #1. OUTSIDE RELEASE BUMP & RUN. | U. # BUCK. 4LS, #D.E.

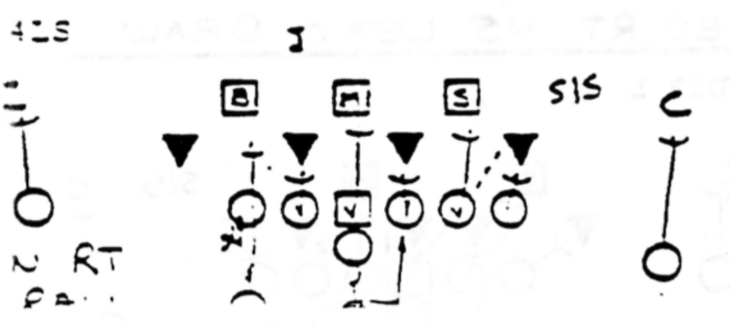
HB - BLOCK BUCK

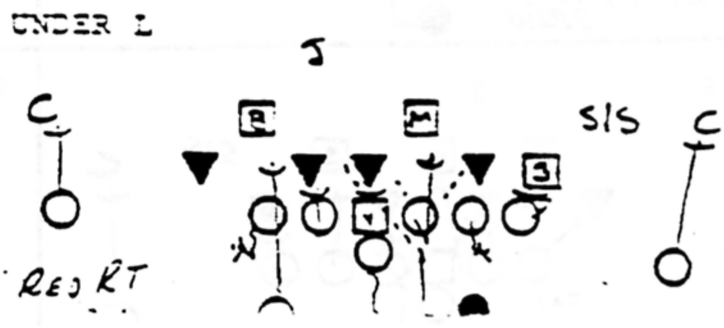
FB - BALL CARRIER. SLIDE TO Q.B. AIM FOR ONSIDE O.G'S BUTT. RUN OFF OF COVERED O.G.'s or C's BLOCK.

QB - SHOW PASS. BRING BALL BACK TO FULLBACK. MESH POINT IS ONSIDE O.G.'s BUTT.

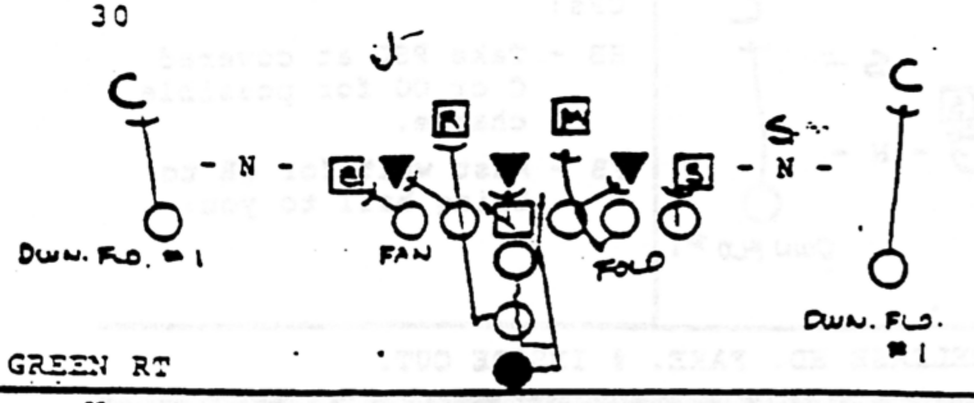


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GREEN RT

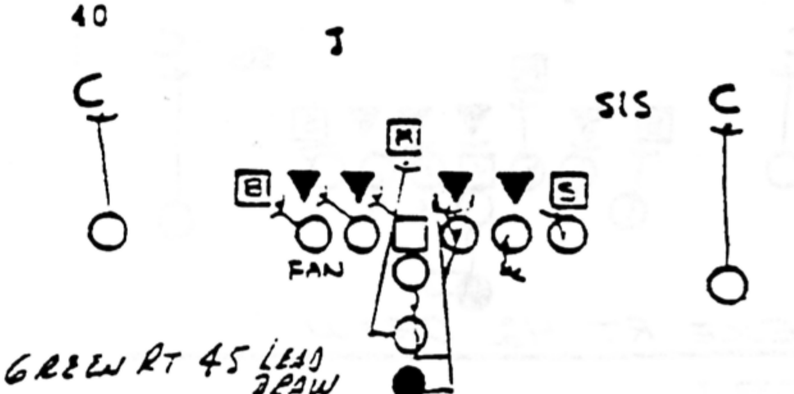
PLAY: 44/45 LEAD DRAW

CPs:

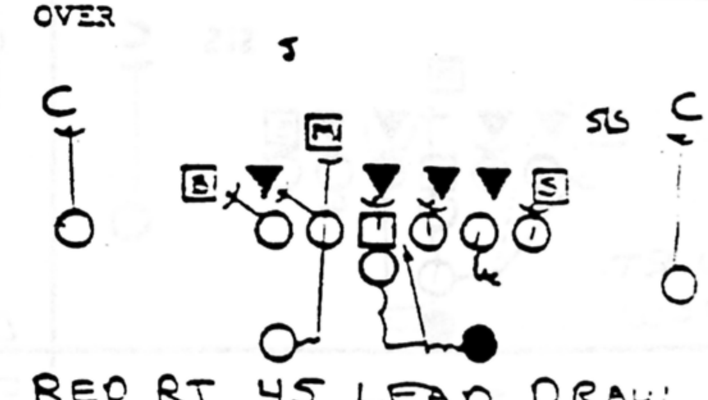
B.C.- Take PSL at covered C or O.G. for possible charge.

| | |
|---|---|
| Y | # MAN OVER. USE OUTSIDE RELEASE HD. FAKE, # INSIDE OUT. STRONGSIDE, STALK # |
| ON T | # AGGRESSIVE FAN. IF ONSIDE GUARD HAS LB'er IN TUFF ALIGN. # MAN OVER YOU. |
| ON G | # AGGRESSIVE FAN. IF LB'er OVER YOU ALIGNS TUFF, # LB'er OVER YOU. |
| CENTER | - EVEN: # AGGRESSIVE FAN. COVERED: # MAN OVER YOU LIKE 40/41 DRAW. |
| OFF G | - EVEN: SHT. SET # MAN OVER. UNCOVERED FOLD #. |
| OFF T | - OFFSIDE O.G. COVERED, # MAN OVER YOU. OFFSIDE O.G. UNCOVERED FOLD #. D.E's ALIGNMENT WILL DICTATE FOLD #. |
| X | - DOWNFIELD #1. OUTSIDE RELEASE BUMP AND RUN. TIGHT, STALK #. |
| Z | - DOWNFIELD #1. OUTSIDE RELEASE BUMP AND RUN. |
| FB/ HB | - BALL CARRIER - SLIDE TO O.G. RUN TO NEAR LEG OF CENTER, READ MOVEMENT ON NOSE TACKLE, OR OG IF COVERED. |
| HB/ FB | - FLASH NUMBERS, GO AFTER ROVER. ALERT TUFF LB'er BLOCK-BUCK. 40 DEF. BLOCK MAC. |
| QB | - SHOW PASS - BRING BALL BACK TO BALL CARRIER. |

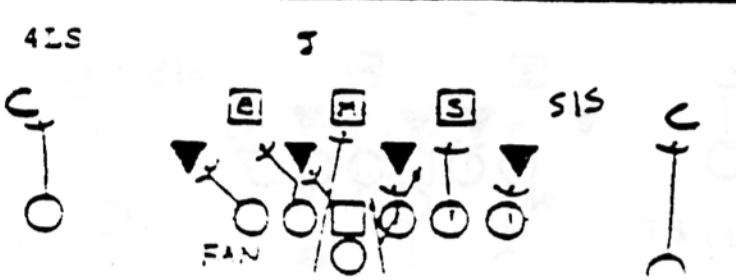
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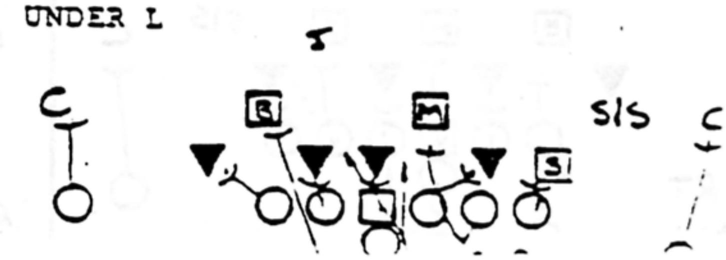

OVER



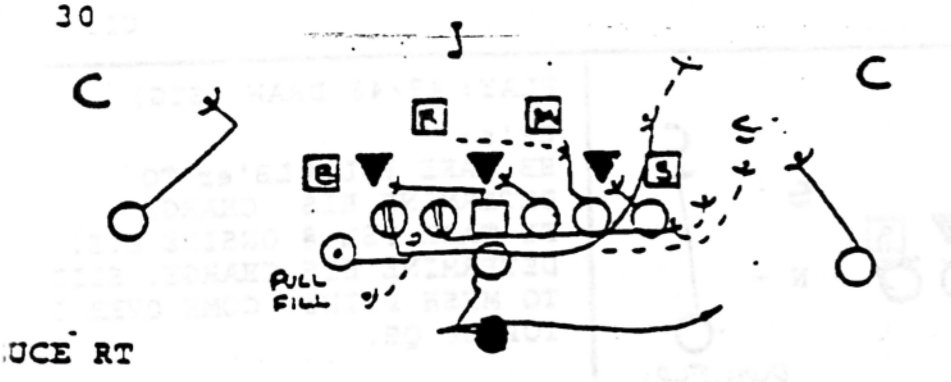

4LS




UNDER L



30




UCE RT

PLAY: 46/47 OT
CP's:
ONSIDE O.TACKLE TECH.
CRITICAL FOR PLAY. ALERT FOR MIKE LBKR RUN THRU.

**Y** - KING #, IF C.E. DISAPPEARS, # ANYTHING THAT CROSSES YOUR FACE. ALERT GAP CALL, MEANS ONSIDE O.G. IS COVERED, # DOWN.

**ON T** VS 30 300, UNDER: STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK FOR BACKSIDE LBKR. VS 40,4LS: # DOWN (AREA # T/MAC STUNT).

**ON G** CENTER COVERED, # DOWN ON N. TACKLE. CENTER UNCOVERED, # MAC (AREA # T/MAC STUNT.

**CENTER** - # BACK. IF COVERED, STIFF N. TACKLE - IF POSSIBLE.

**OFF G** - PULL, # END MAN ON L.O.S. WORK FOR KICK-OUT-READY TO LOG

**OFF T** - PULL LEAD (RESPONSIBLE FOR READ STUB AREA NAD PULLING O.G.)

**X** DOWNFIELD #2. TIGHT, PULL FILL

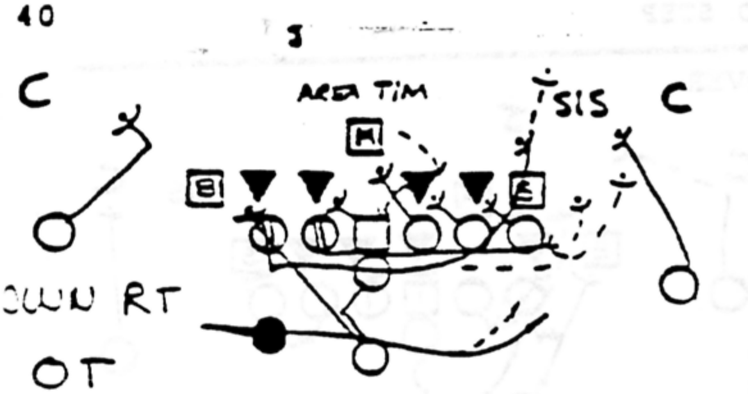
**Z** BLOCK FORCE

**H** PULL FILL CUT BS DE (DEUCE) BALL CARRIER (BROWN) CROSS OVER AWAY FROM CALL PLANT ON 2ND STEP, REVERSE,RUN OFF PULLING TACK

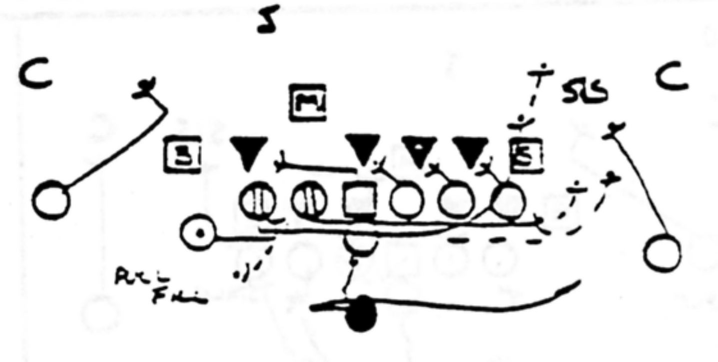
**FB** BALL CARRIER. CROSS OVER, AWAY FROM CALL, PLANT ON 2ND STEP, REVERSE. RUN OFF PULLING TACKLE'S BLOCK.(DEUCE)BLOCKER - FILL OF TAIL OF PULLING TACKL

**QB** OPEN TO FB - MAKE HAND OFF TO BALL CARRIER.

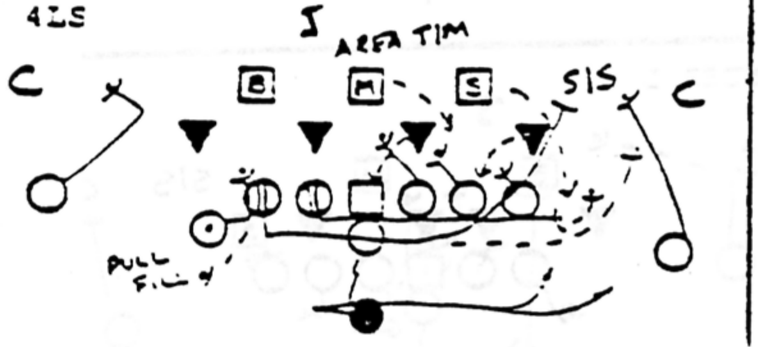
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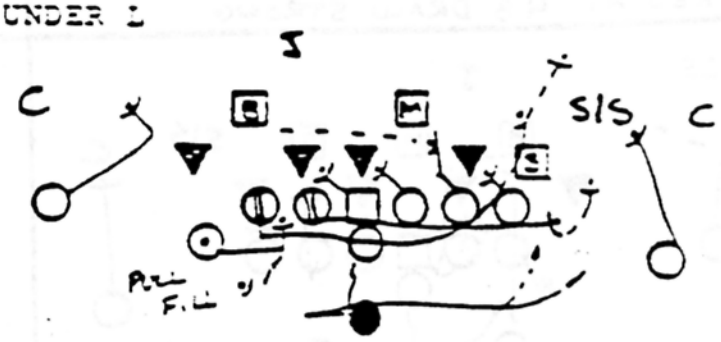

OVER



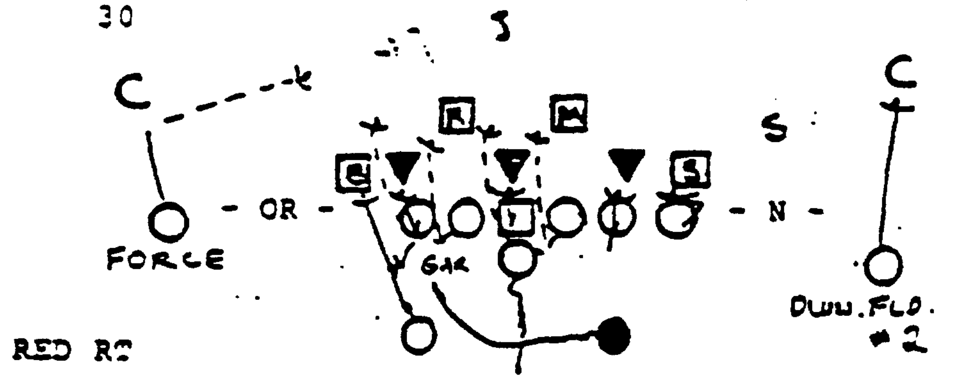

4LS




UNDER L



30




PLAY: 43/48 DRAW (STG)

CP's:
HB TAKE PSL @LB'er TO DETERMINE HIS CHARGE
FB TAKE PSL @ ONSIDE D.E. DETERMINE HIS CHARGE. SLI[illegible] TO MESH POINT. COME OVER [illegible] TOP OF QB.

Y - ONSIDE: STALK # STRONG SAFETY. BACKSIDE: # MAN OVER HD FAKE # INSIDE C[illegible]

ON T # MAN OVER.V. UNDER; 4LS, # END MAN ON L.O.S. CONTROL DRIVE # OR TAKE HIM UP FIELD.

ON G COVERED: # MAN OVER. UNCOVERED: USE GAR TECH TO PLAYSIDE.

CENTER COVERED: # MAN OVER (YOU HAVE HIM FULL TIME).
UNCOVERED: # MAN OVER (STEP AROUND T/MIKE GAME).

OFF G - COVERED: # MAN OVER. UNCOVERED: USE GAR TECH. TO PLAYSIDE

OFF T - # MAN OVER. STAY ON THIS BLOCK.

X BLOCK FORCE.

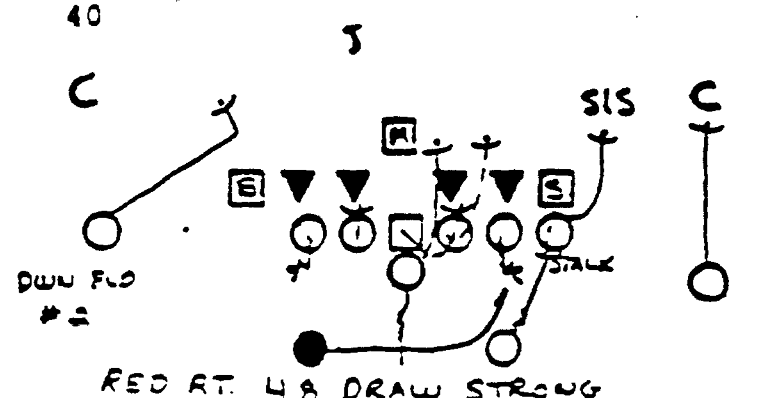
Z DOWNFIELD . OUTSIDE RELEASE BUMP TO RUN.

HB FLASH PASS PRO. BLOCK BUCK - BE READY TO RELEASE UNDER OT's BLOCK ON D.E.

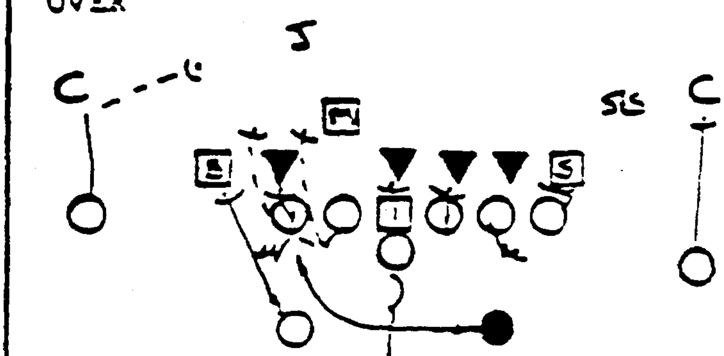
FB BALL CARRIER - SLIDE OVER - READ ONSIDE OT's BLOCK

QB SHOW PASS DROP-HAND OFF ON 3RD STEP

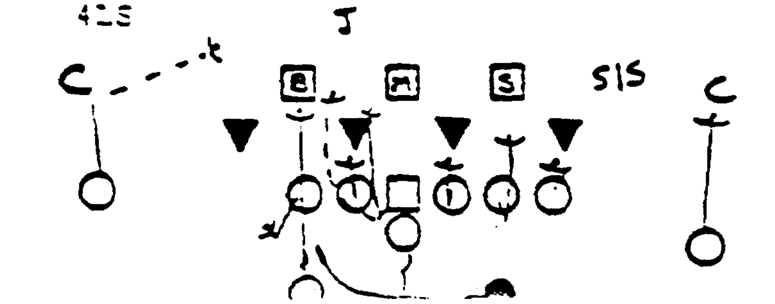
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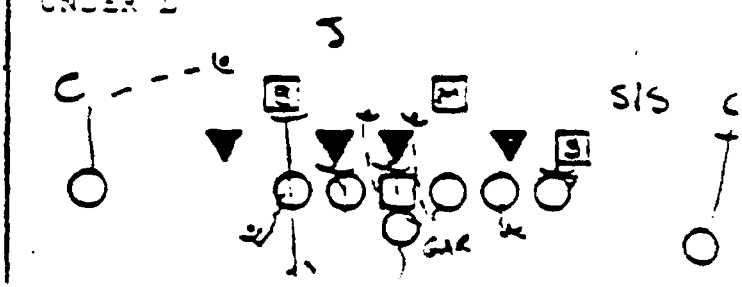

OVER



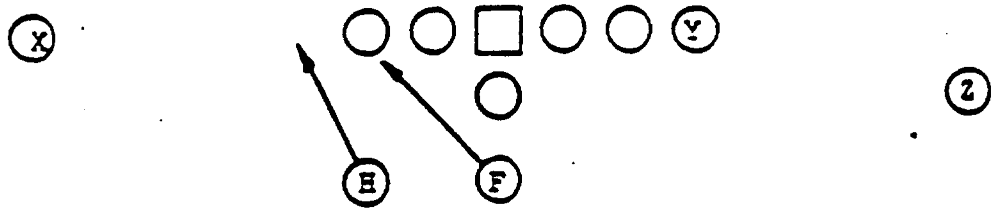

4LS



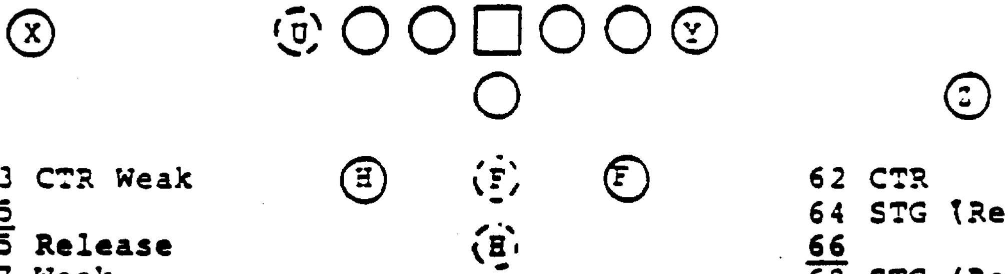

UNDER L



1) HB lead at P.O.A. for FB
2) QB reverses out on weak side runs
3) QB opens out on strong side runs



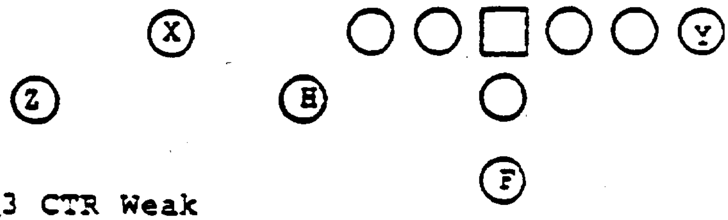

## 2 Back Sets




U/Tight 63 CTR Weak
65
U/Tight 65 Release
U/Tight 67 Weak
69
U/Tight 69 (Release)
69 Flip (Release)

62 CTR
64 STG (Release)
66
68 STG (Release)
68 Toss (Release)

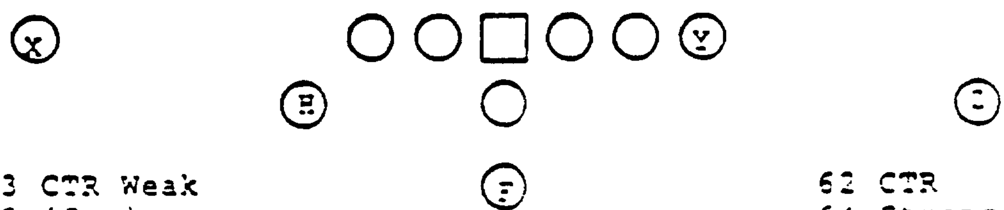
## Ace




63 CTR Weak
65
67 Weak
69
69 Flip

62 CTR
66

## Deuce

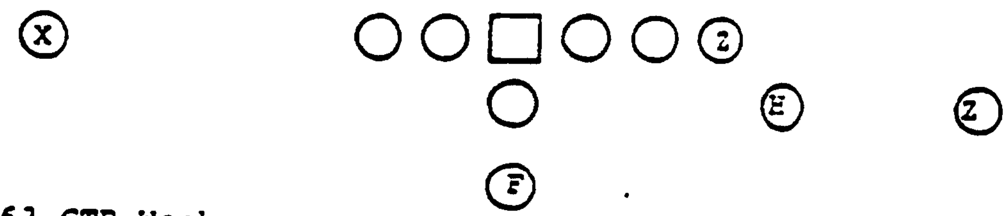



63 CTR Weak
65 (Cwm)
67 Weak
69 (Cwm)
69 Flip (Cwm)

62 CTR
64 Strong (Cwm)
66
68 STG (Cwm)
68 Toss (Cwm)

# SIXTY SERIES RUNS BY FORMATION

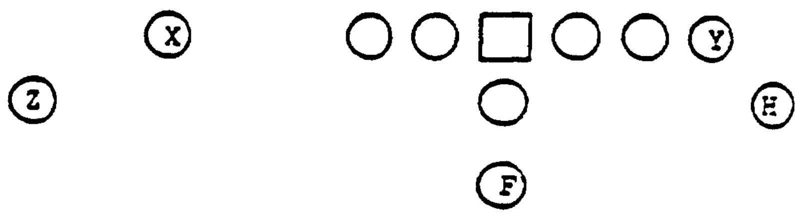
**Trey**




U/Tight 63 CTR Weak
U/Tight 67 Weak

(U/Tight) 62 CTR
64 Strong
(U/Tight) 66
68 Strong
68 Toss

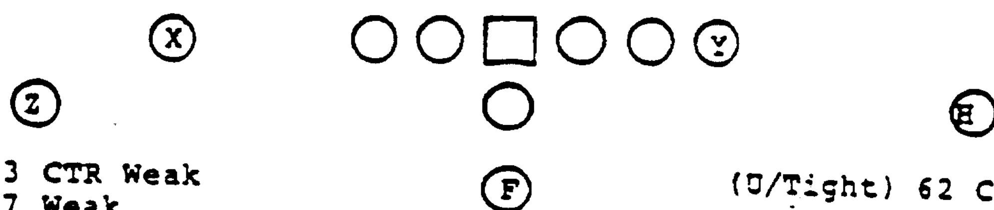
**Flank**




U/Tight 63 CTR Weak
U/Tight 67 Weak

(U/Tight) 62 CTR
64 Strong
(U/Tight) 66
68 Strong
68 Toss

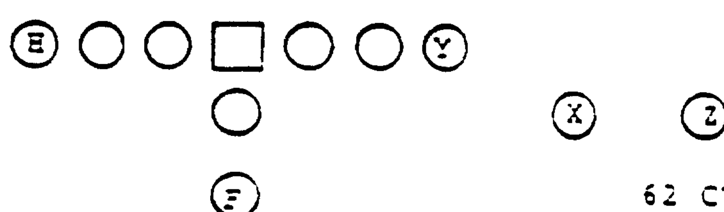
**Flex**




U/Tight 63 CTR Weak
U/Tight 67 Weak
U/Tight 69
U/Tight 69 Flip

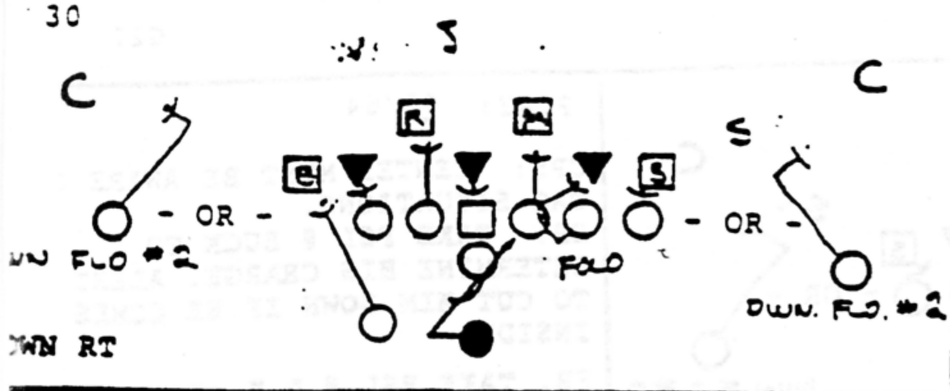
(U/Tight) 62 CTR
64 Strong
(U/Tight) 66
68 Strong
68 Toss

**Twins**




63 CTR Weak
67 Weak
69
69 Flip

62 CTR
64 Strong
66
68 Strong
68 Toss

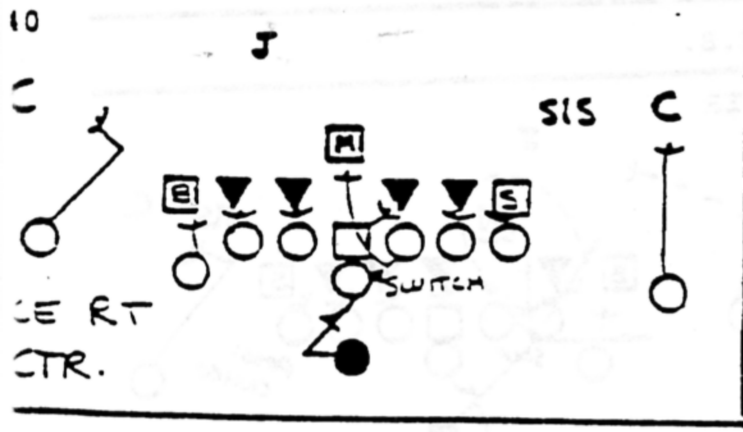


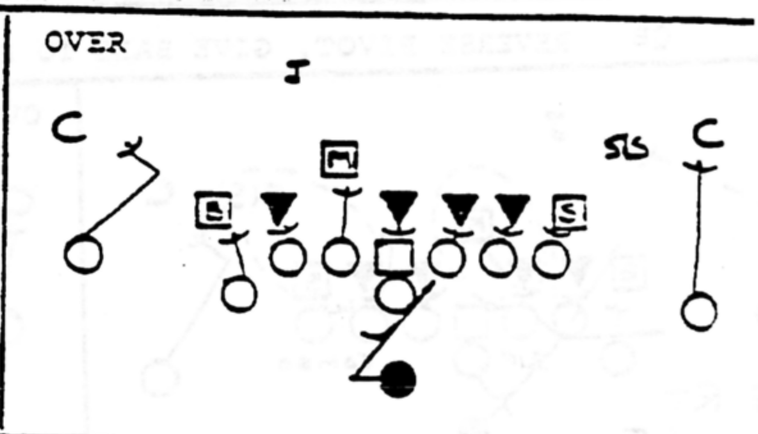

PLAY: 62-63 CTR.

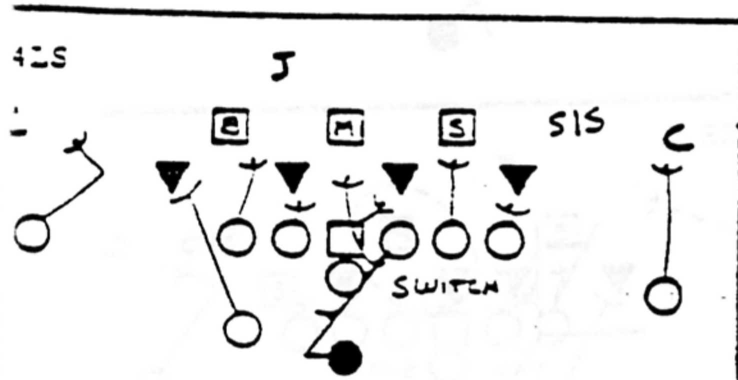
CPS: TAKE GOOD SPLITS

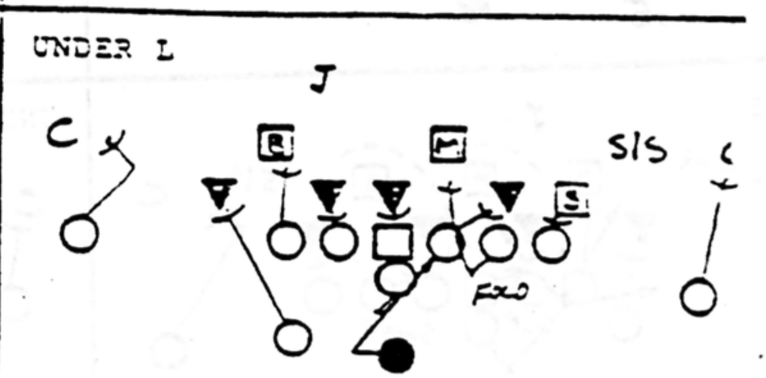
FB. TAKE PSL @ NT TO DETERMINE HIS CHARGE.

| | |
|---|---|
| Y | INSIDE DRIVE # |
| ON T | FOLD # BUBBLE OVER ONSIDE O.G. POSS: MAN #. IF COVERED, DRIVE # MAN OVER YOU. |
| ON G | FOLD # BUBBLE OVER YOU. POSS: MAN #. IF COVERED, SWITCH #. POSS: MAN #. |
| CENTER | # MAN OER YOU. IF UNCOVERED, SWITCH #. POSS: MAN #. |
| OFF G | DRIVE # MAN OVER YOU |
| OFF T | DRIVE # MAN OVER YOU. |
| X | DOWNFIELD #2. TIGHT, INSIDE DRIVE # MAN OVER YOU. |
| Z | DOWNFIELD #2 |
| HB | # END MAN ON L.O.S. WALL WITH BACKSIDE OT. AIM FOR BUTT OF O.T. TAKE ANYTHING OUTSIDE. |
| FB | BALL CARRIER. COUNTER STEP AWAY. AIM FOR BUTT OF PLAYSIDE O.G. RUN OFF CENTER'S #. |
| QB | REVERSE OUT. HAND BALL BACK ON COUNTER |

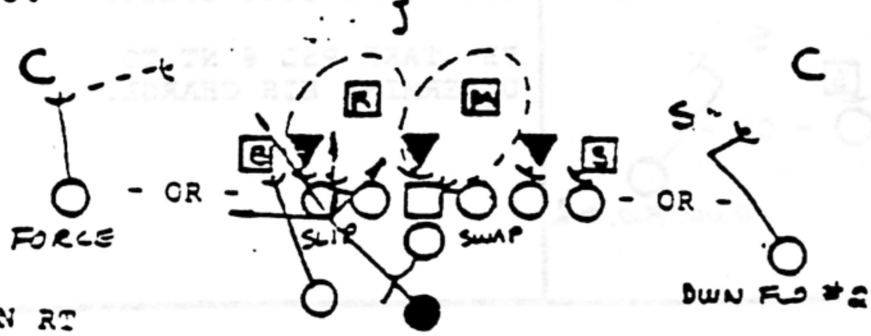


30




BROWN RT

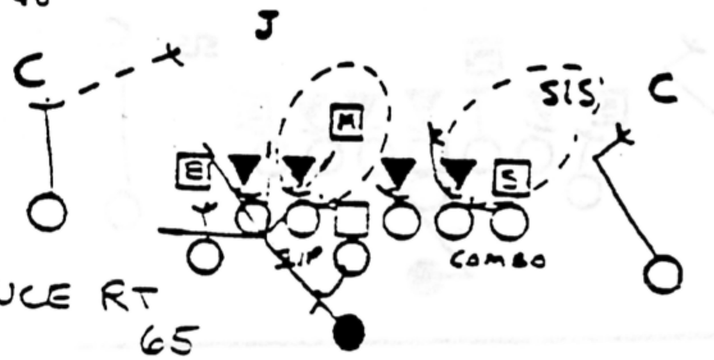
PLAY: 65/64

CPS: CENTER MUST BE AWARE OF TAG SITUATIONS.
HB. TAKE PSL @ BUCK TO DETERMINE HIS CHARGE. ALERT TO CUT HIM DOWN IF HE COMES INSIDE.

FB. TAKE PSL @ D.E. TO DETERMINE HIS CHARGE.

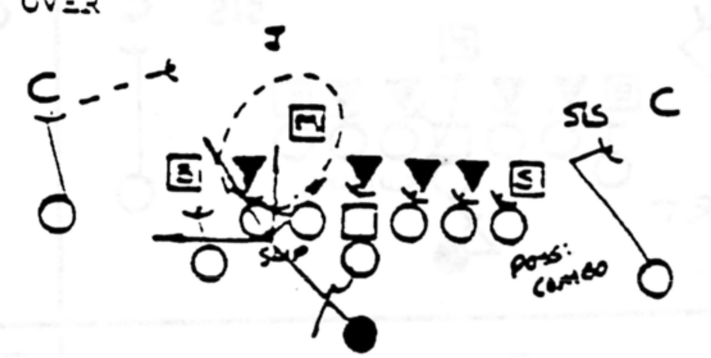
| | |
|---|---|
| Y | CUT OFF # POSS: COMBO # |
| ON T | # MAN OVER. V. BUBBLE OVER ONSIDE L.G., SLIP #. (THIS IS A POWER SLIP) POSS: TAG V. 30U-UNDER L-4LS. |
| ON G | # MAN OVER YOU. V. BUBBLE OVER YOU, SLIP #. (THIS IS A POWER SLIP CENTER UNCOVERED, SLIP # W/CENTER. |
| CENTER | # MAN OVER YOU. UNCOVERED, SLIP # WITH ONSIDE O.G.-ALERT TAG SITUATIONS - BACKSIDE O.G.UNCOVERED, SWAP #. (PWR. SWAP) |
| OFF G - | # MAN OVER YOU. BUBBLE OVER YOU, SWAP # W/CENTER. V. 4LS-.SWAP # W/OT. |
| OFF T - | # MAN OVER YOU. V.4LS, SWAP #. POSS:COMBO #. |
| X | # FORCE |
| Z | DOWNFIELD #2 |
| HB | AIMING POINT IS DOWN THE MIDDLE - THEN WORK HEAD INSIDE. |
| FB | BALL CARRIER. AIM AT ONSIDE O.T.'s BUTT RUN OFF OF TACKLE'S BLOCK. |
| QB | REVERSE PIVOT, GIVE BALL TO F.B. |

40

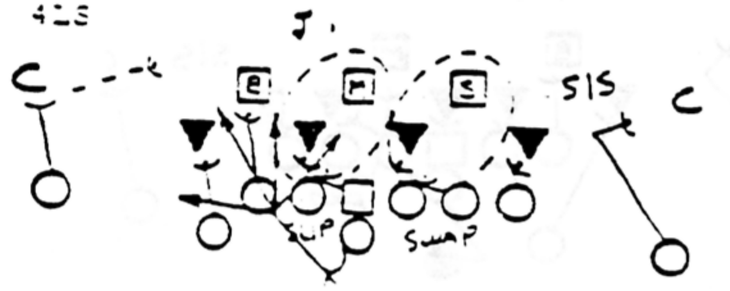



DEUCE RT
65

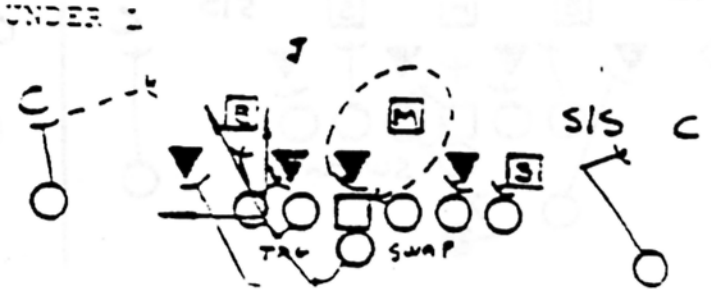
OVER



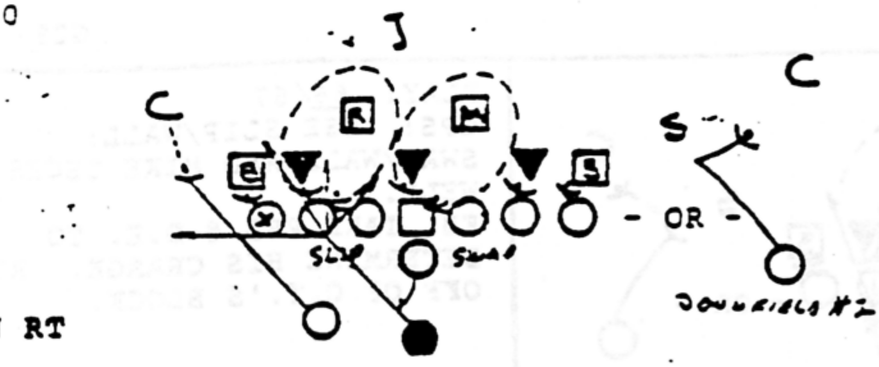

4LS




UNDER L



30



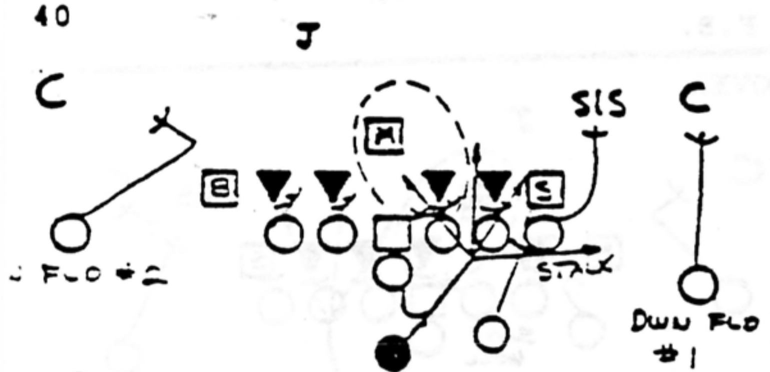

ROWN RT

PLAY: 64/65 (U)
64/65 STRONG
64/65 RELEASE STRONG

CPS:

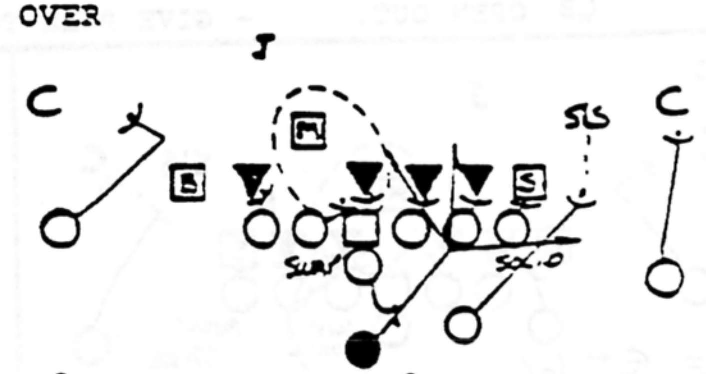
| | |
|---|---|
| Y | BACKSIDE, CUT OFF #. POSS: COMBO #. ONSIDE, STRONG CALL, REACH #MAN OVER YOU. RELEASE STRONG CALL, STALK FORCE. |
| ON T | SAME AS 64/65 |
| ON G | SAME AS 64/65 |
| CENTER | SAME AS 64/65 |
| OFF G - | SAME AS 64/65 |
| OFF T - | SAME AS 64/65 |
| X | PLAYSIDE TIGHT, REACH # MAN OVER YOU. BACKSIDE, DOWNFIELD #2. BACKSIDE TIGHT, CUT OFF #. |
| Z | PLAYSIDE, DOWNFIELD #1<br>BACKSIDE, DOWNFIELD #2 |
| EB | BLK BUCK. "U" FORMATION BLK FORCE. RELEASE CALL WEAK BLK BUCK. PLAY STRONG SIDE. BLK FORCE. RELEASE STRONG CALL, BLK STUB. |
| FB | BALL CARRIER. SAME AS 64/65 |
| QB | SAME AS 64/65 |

40



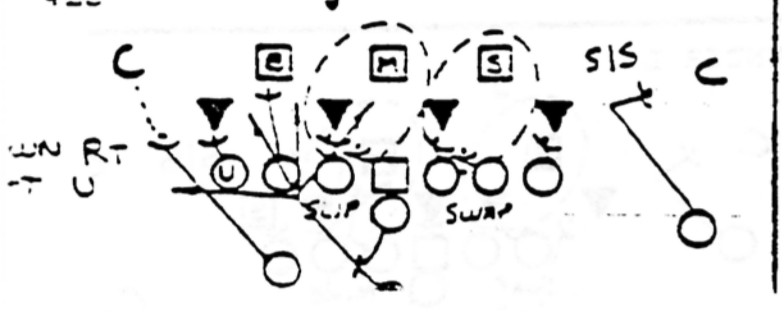

BLUE RT. 64 RELEASE

OVER

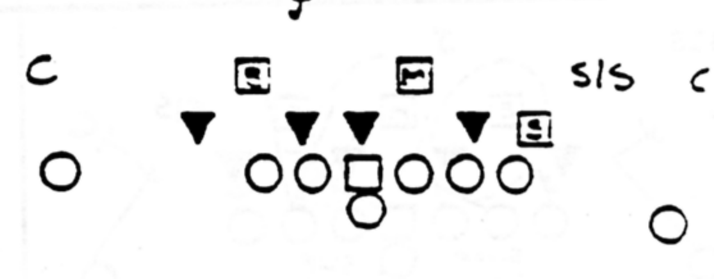


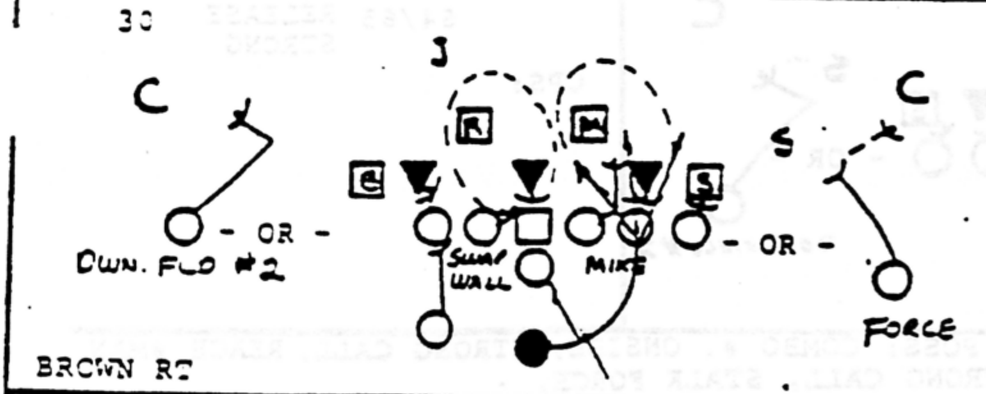

BLUE RT. 64 STRONG

41S



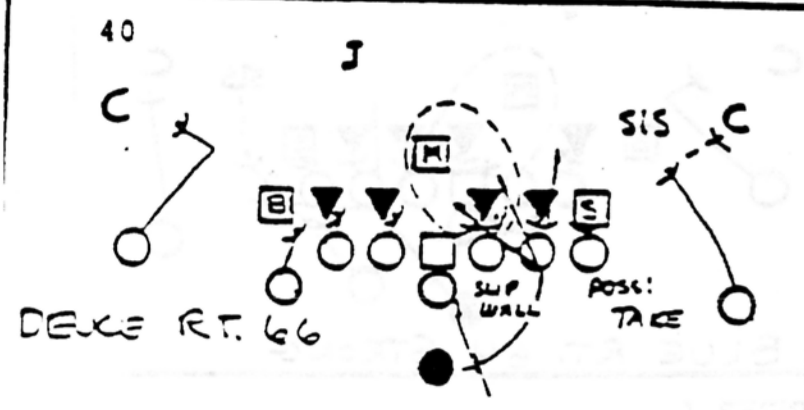

UNDER L

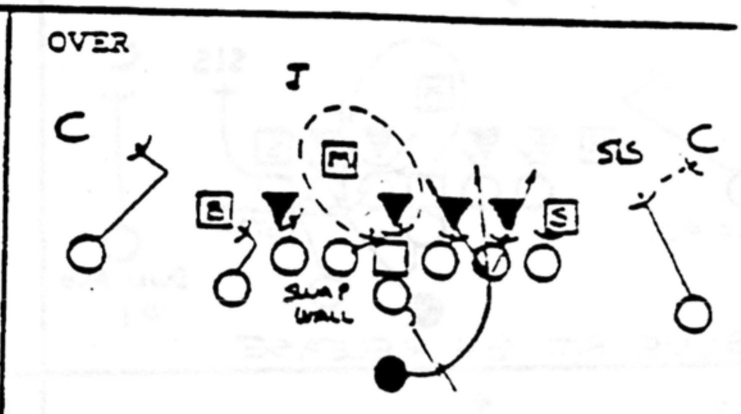


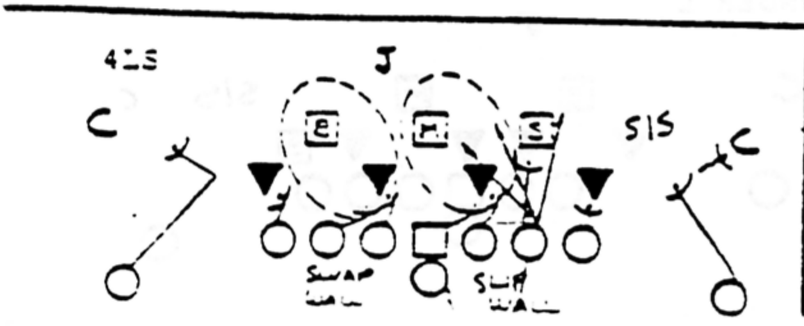


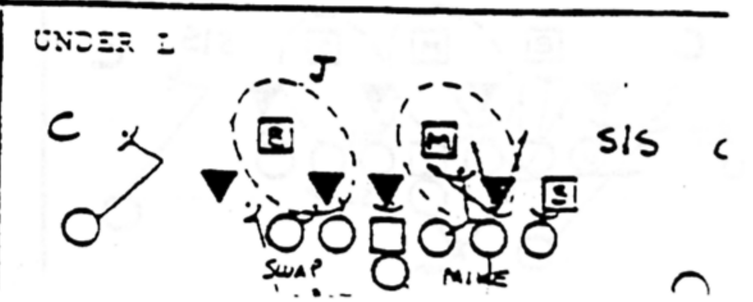

PLAY: 66/67
CPS: USE SLIP/WALL; SWAP/WALL AND MIKE TECHS WELL.
FB. TAKE PSL @ D.E. TO DETERMINE HIS CHARGE. RUN OFF OF O.T.'S BLOCK.

| | |
|---|---|
| Y | INSIDE DRIVE #. POSS: TAKE #. |
| ON T | # MAN OVER YOU. V. BUBBLE OVER O.G., MIKE # (IF D.E. GOES INSIDE -DBL. TM HIM). POSS: TAKE # |
| ON G | # MAN OVER YOU.V. BUBBLE OVER YOU, MIKE # (IF D.E. COMES INSIDE - DBL.TM HIM). V.40,4LS, SLIP # W/CENTER. |
| CENTER | # MAN OVER YOU. UNCOVERED, SLIP # W/ONSIDE O.G. (SLIP-WALL TECH.) BACKSIDE O.G. UNCOVERED, SWAP #. SWAP-WALL TECH |
| OFF G - | # MAN OVER YOU.(BIG BLOCK). V.BUBBLE OVER YOU, SWAP # W/CENTER (SWAP-WALL TECH.) |
| OFF T - | # MAN OVER YOU. BOG BLOCK WHEN BACKSIDE L.G. HAS BUBBLE OVER HIM |
| X | DOWNFIELD #2. TIGHT CUT OFF # |
| Z | BLOCK FORCE |
| HB | BROWN FORM: WALL W/OT. DEUCE CUT OFF #3. |
| FB | BALL CARRIER. OPEN, CROSS-OVER, ROLL TO HOLE. THINK BREAK-BACK. AIMING POINT IS BUTT OF OT. |
| QB | OPEN OUT. - GIVE BALL TO F.B. |

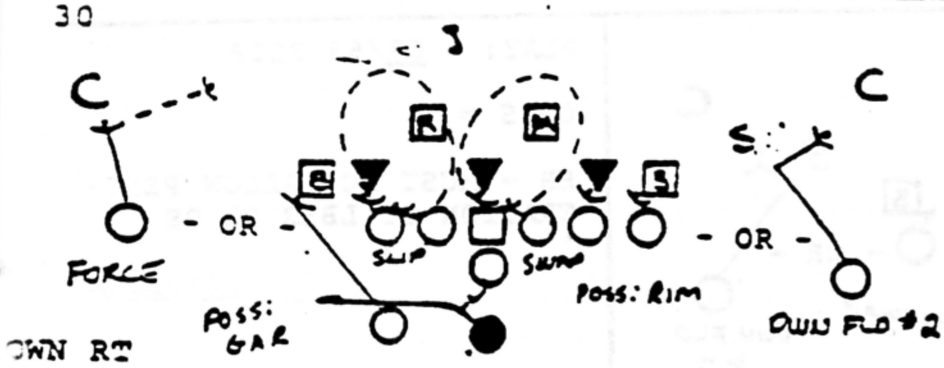


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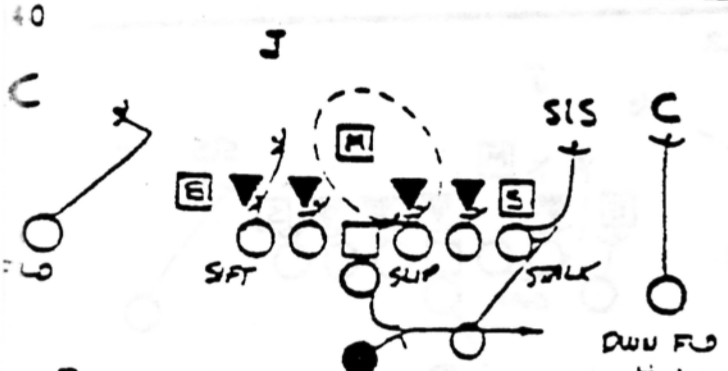



PLAY: 69/68

CP'S = "U"Formation-HB#'s Force. Release call"U" or "X" tight HB #s Outside LB FB. FIRST STEP IS SHORT STEP WITH ONSIDE FOOT, FORWARD TO MESH WITH QB. LEVEL OFF ON SECOND STEP.

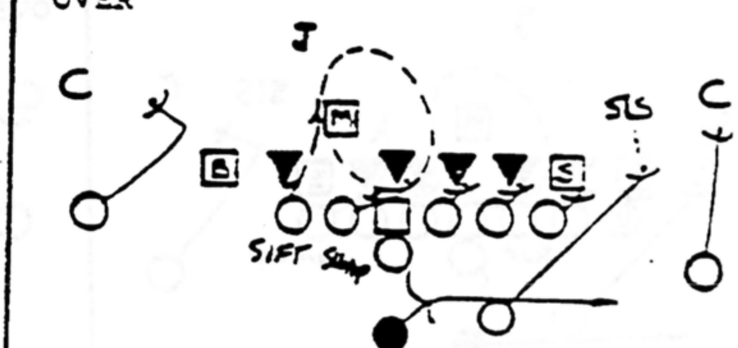
| | |
|---|---|
| Y | BACKSIDE, CUT OFF #. POSS: COMBO #. ONSIDE, STRONG AND RELEASE RULES APPLY. |
| ON T | # MAN OVER. V.BUBBLE OVER ONSIDE OG.,SLIP # OR GAR #. V.UNDER L.-30U-4LS, POSSIBLE TAG # |
| ON G | # MAN OVER YOU. V.BUBBLE OVER YOU, SLIP # OR GAR # W/ONSIDE OT. CENTER UNCOVERED, SLIP # W/CENTER.POSS: TAG #. |
| CENTER | # MAN OVER YOU. UNCOVERED, SLIP # W/ONSIDE OG.(POSS: PULL). BUBBLE OVER BACKSIDE OG, SWAP # OR RIM # |
| OFF G - | # MAN OVER YOU. BUBBLE OVER YOU, SWAP # OR RIM # W/CENTER. V.30U - UNDER L - 4LS, SWAP # W/BACKSIDE OT. |
| OFF T - | 3 MAN OVER YOU. POSS: SIFT 3 OR COMBO 3. V. 4LS, SWAP #. |
| X | # FORCE (PLAYSIDE). TIGHT, REACH BLK MAN OVER YOU. RELEASE CALL, STALK FORCE. |
| Z | DOWNFIELD #2 (BACKSIDE) DOWNFIELD #1 (PLAYSIDE) |
| HB | BLOCK END MAN ON L.O.S. - "U" BLK FORCE. RELEASE CALL WEAK OR STRONG, BLK OUTSIDE LB'ER. |
| FB | BALL CARRIER.STEP UP MESH W/QB, SPRINT TO GET OUTSIDE OF DEFENSE. STRETCH AS FAR AS YOU CAN. |
| QB | REVERSE PIVOT - GIVE BALL TO FB. |

40



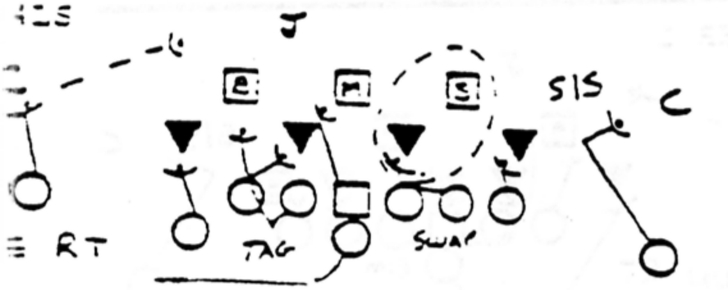

BLUE RT 68 RELEASE

OVER



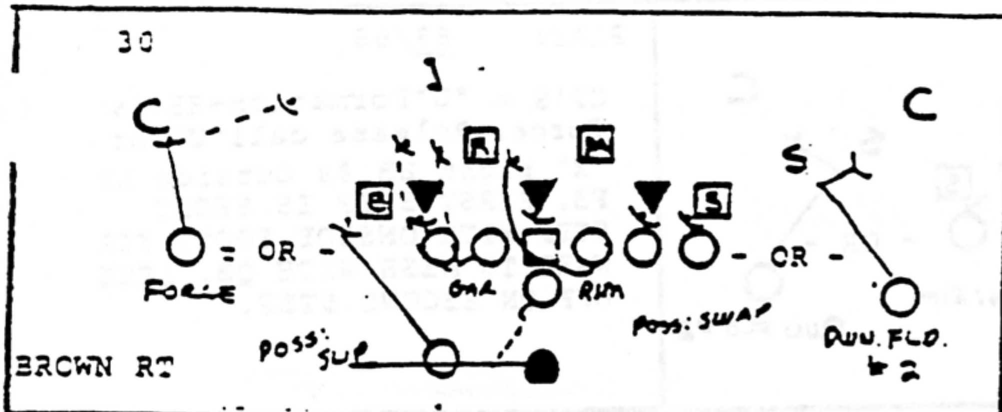

BLUE RT 68 STRONG

4LS




UNDER L



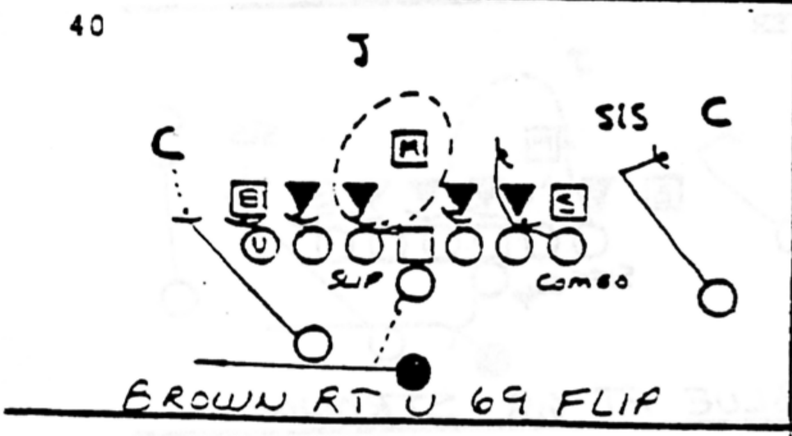


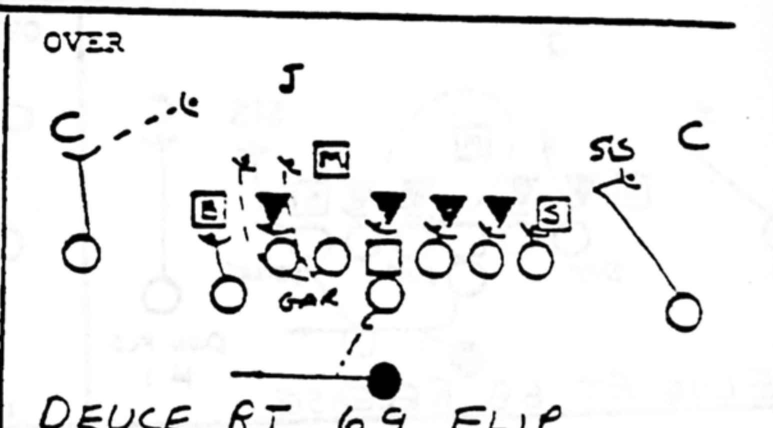

PLAY: 69/68 FLIP

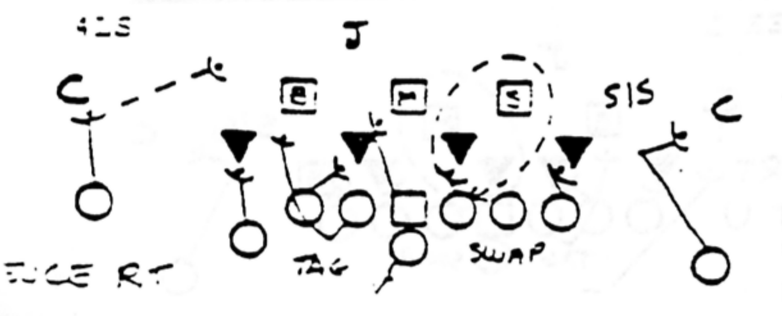
CP'S =

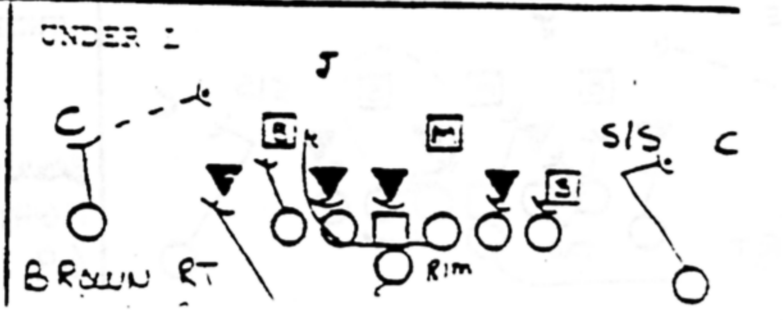
EB - MUST NOT ALLOW PENETRATION BY LBER OR DB.

| | |
|---|---|
| Y | BACKSIDE, CUT OFF #. POSS: COMBO # |
| ON T | # MAN OVER. V. BUBBLE OVER ONSIDE O.G., GAR # OR SLIP #. V. UNDER L - 30U - 4LS, POSSIBLE TAG #. |
| ON G | # MAN OVER YOU. V. BUBBLE OVER YOU, GAR # OR SLIP # W/OT. CENTER UNCOVERED, SLIP # W/CENTER. (CENTER MAY PULL). POSS:TAG #. |
| CENTER | # MAN OVER YOU. Uncovered, slip 3 w /ONSIDE OG. (POSS:PULL). BUBBLE OVER BACKSIDE OG, RIM # OR SWAP #. ALERT - TAG CALL. |
| OFF G - | # MAN OVER YOU. V. BUBBLE OVER YOU, RIM # OR SWAP # W/CENTER. V. 30Ø - 4LS -, SWAP # W/OT. |
| OFF T - | # MAN OVER YOU. POSS: COMBO #. V.30Ø - 4LS, SWAP # W/OG |
| X | # FORCE. TIGHT, BLOCK MAN OVER YOU. (PLAYSIDE). |
| Z | DOWNFIELD #2. |
| EB | BLOCK END MAN ON L.O.S. - X TIGHT OR U FORMATION, BLOCK FORCE. |
| FB | LEAD, GAIN SOM GROUND, STRETCH DEFENSE, TRY TO GET OUTSIDE. MIGHT STICK IT BACK INSIDE. |
| QB | OPEN-OUT, PITCH BALL TO FB . |



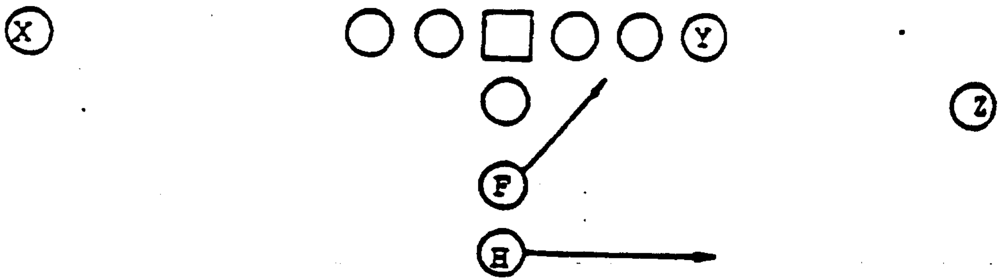



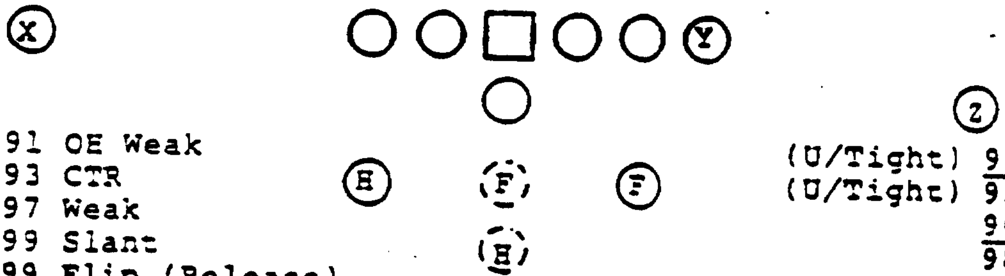
1) Backfield full flow.

2) FB B.C. inside or off tackle HB outside.

3) QB opens out.



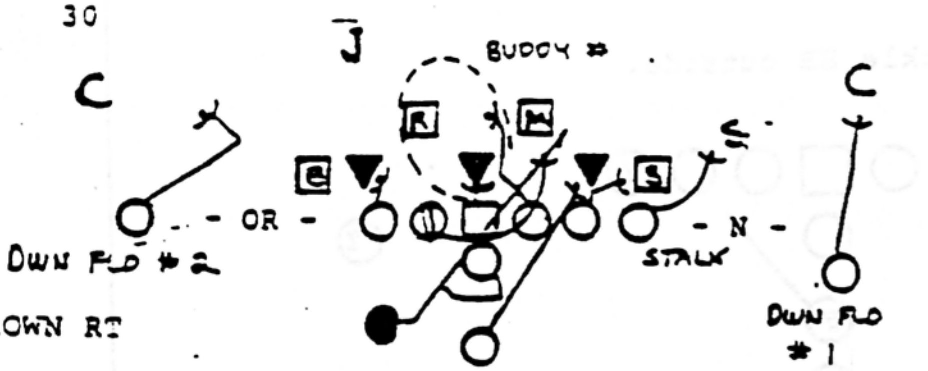

2 Back Sets




(U/Tight)91 OE Weak
U/Tight 93 CTR
U/Tight 97 Weak
(U/Tight)99 Slant
(U/Tight)99 Flip (Release)
U/Tight 99 F Weak

(U/Tight) 90 OE
(U/Tight) 92 CTR STG
96
98 Slant STG
**98 Toss(Rel)**
98 F

30



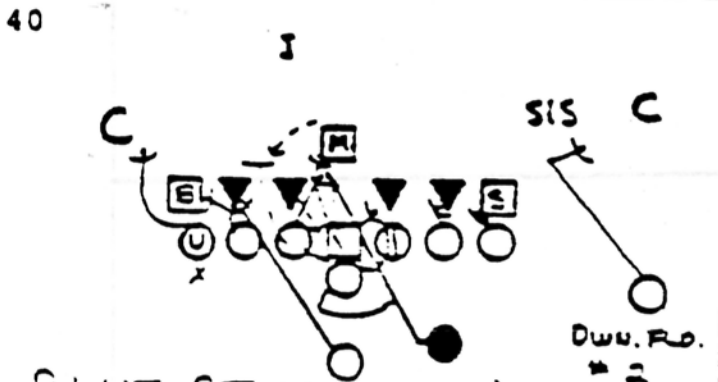

BROWN RT

PLAY: 92/91 CH
91/90 CH WEAK

CPS = ONSIDE O.G. ALERT TO CALL "JAM."
FB - GET TO D.E. AS QUICK POSSIBLE
HB. RUN OFF OF PULLING GUARD'S BLOCK. ALERT TO UNDER OR OUTSIDE OF HIS BLOCK.

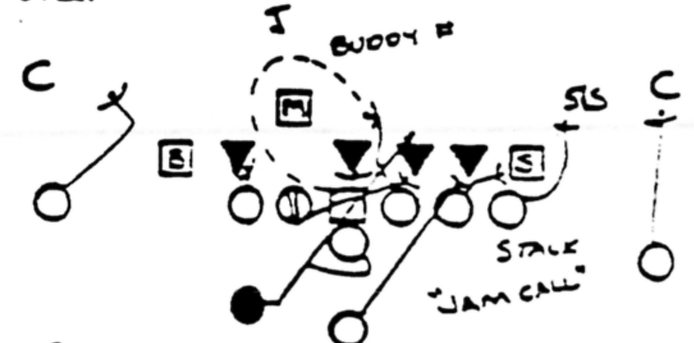
| | |
|---|---|
| Y | ONSIDE, STALK #. BACKSIDE, CUT OFF #. |
| ON T | INFLUENCE D.E., AGGRESSIVE FAN #. |
| ON G | V. 30DEF.,BUDDY #. V30U - UNDER L,"OFF CALL" # DWN ON N.TACKLE. V.40 - OVER, MAKE "JAM CALL", # DWN-BUDDY # OVER. |
| CENTER | V.30 DEF.,BUDDY #. V30U - UNDER L, MAKE "OFF CALL" # BACK ON D LINEMAN. V. OVER. "JAM CALL". BUDDY #. |
| OFF G - | V.BUBBLE OVER ONSIDE L.G. "OH" PULL FOR MAC. V 40, "JAM CALL",TRAP D.T. OR PULL AROUNG HIM. V.OVER. TRAP D.T. |
| OFF T - | CUT OFF # D.E. V. UNDER L - 30U, SLOOP #. |
| X | DOWNFIELD #2. TIGHT, ONSIDE, STALK #. TIGHT, BACKSIDE CUT OFF #. |
| Z | ONSIDE DWNFLD # 1<br>BACKSIDE DWNFLE#2 |
| HB | SLIGHT SLIDE TO QB. AIM @ OUTSIDE LEG OF OC. ALERT FOR TRAP ON MAC |
| FB | RUN COURSE STRAIGHT AT D.E., CHOP HIM. |
| QB | OPEN TO FB, HAND BACK TO HB. |

40



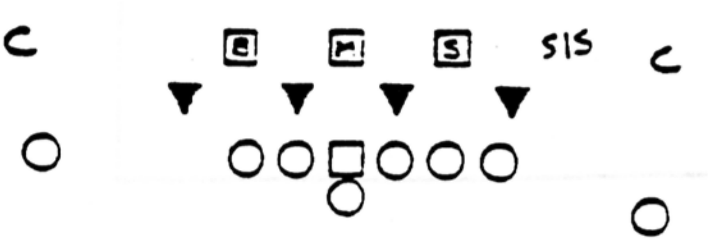

BLUE RT U(X TIGHT) 91 "CH" WK

OVER

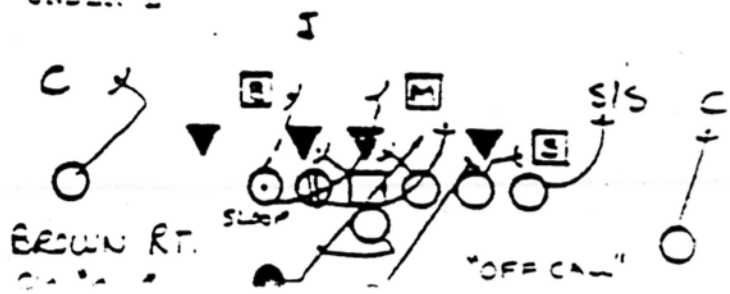



BROWN RT 90 "OH"

42S

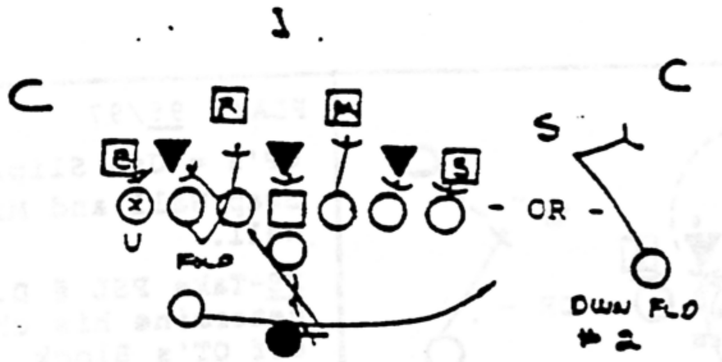



UNDER L




BROWN RT.

30




OWN RT

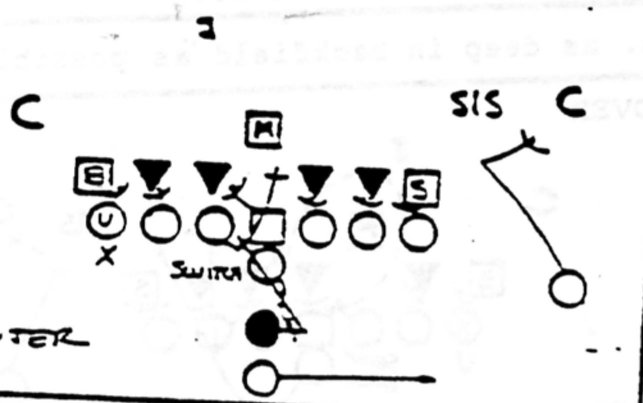
PLAY: 93/92 COUNTER
CPS = TAKE GOOD SPLITS

FB - TAKE PSL @ N.T. TO DETERMINE HIS CHARGE.

HB - MAKE A GREAT FAKE.

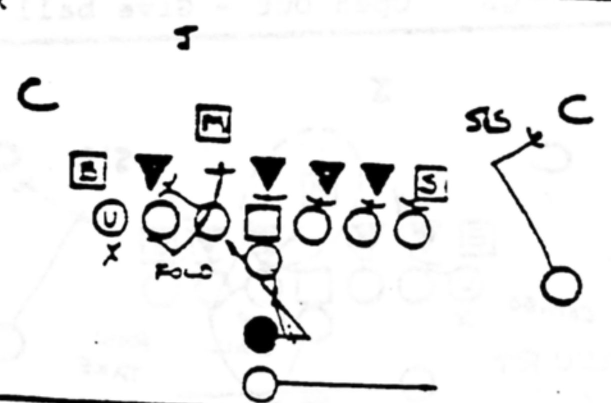
| | |
|---|---|
| Y | SAME AS 62/63 COUNTER BLOCKING |
| ON T | SAME AS 62/63 COUNTER BLOCKING |
| ON G | SAME AS 62/63 COUNTER BLOCKING. ALERT: MAN # UNDER L - 30U - DEF. |
| CENTER | SAME AS 62/63 COUNTER BLOCKING |
| OFF G - | SAME AS 62/63 COUNTER BLOCKING |
| OFF T - | SAME AS 62/63 COUNTER BLOCKING |
| X | TIGHT, INSIDE DRIVE # |
| Z | DF #2 |
| HB | BROWN, FAKE RIDE. GREEN, FAKE TOSS. DEUCE, INSIDE DRIVE #3 |
| FB | BALL - CARRIER RUN OFF CENTERS #COUNTER STEP AWAY. AIM FOR BUTT OF ONSIDE O.G. |
| QB | OPEN OUT, HAND BACK TO F.B. |

40

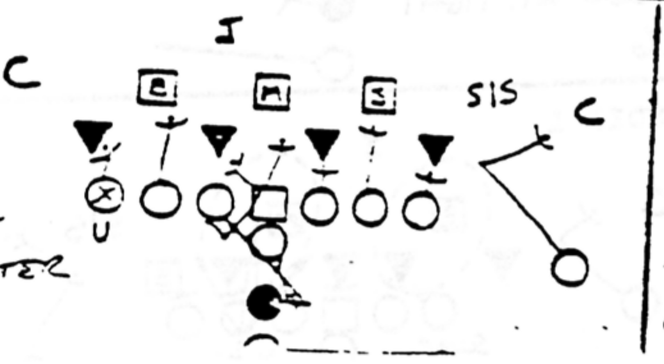



T U
COUNTER

OVER

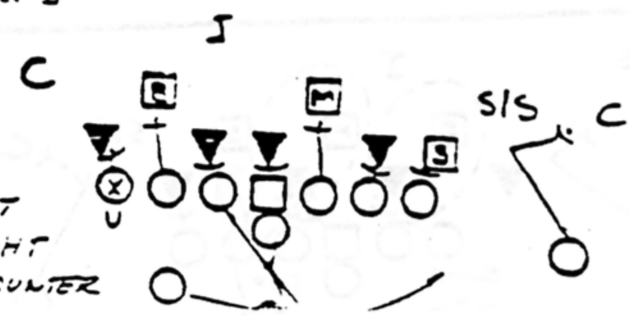



ILS



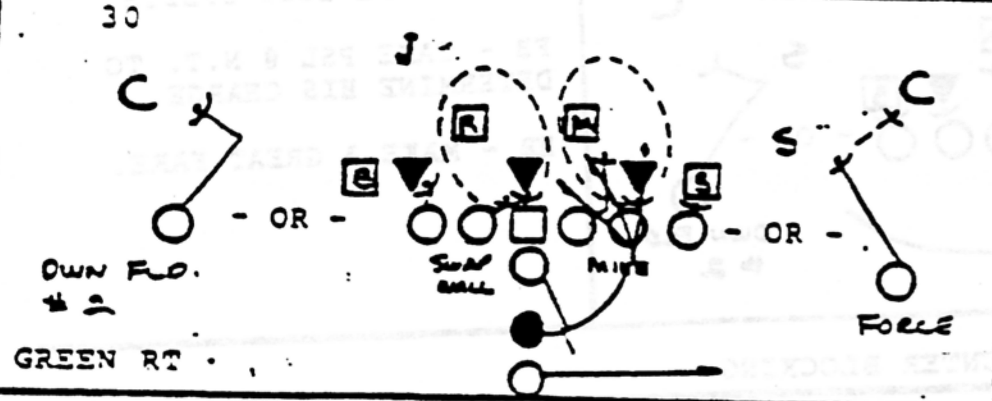

HT
OUNTER

UNDER L




BRN RT
TIGHT
93 COUNTER

30




PLAY: 96/97

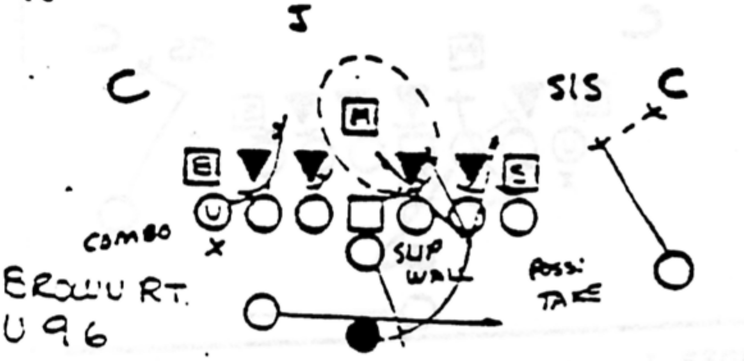
CP's = Use Slip/Wall; Swap/Wall and Mike Techs Well.

FB-Take PSL @ D.E. to determine his charge. Ru off OT's Block

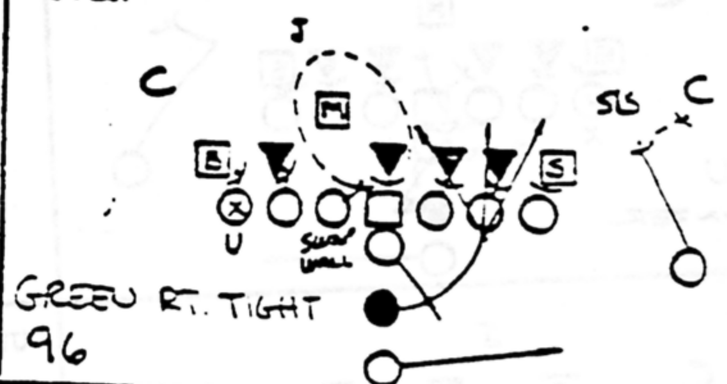
HB-Make Great Fake.

| | |
|---|---|
| Y | Block Like 66/67 |
| ON T | Block Like 66/67 |
| ON G | Block Like 66/67 |
| CENTER | Block Like 66/67 |
| OFF G | Block Like 66/67 |
| OFF T | Block Like 66/67 |
| X | Block Like 66/67 |
| Z | Block Like 66/67 |
| HB | Brown Formation Fake 98/99F. Green Formation Fake 98/99 TOSS. |
| FB | Ball Carrier. Open, Cross-Over, Roll to Hole. Think Break-Back. Aiming point is Butt of the OT. |
| QB | Open Out - Give ball to F.B. as deep in backfield as possible |

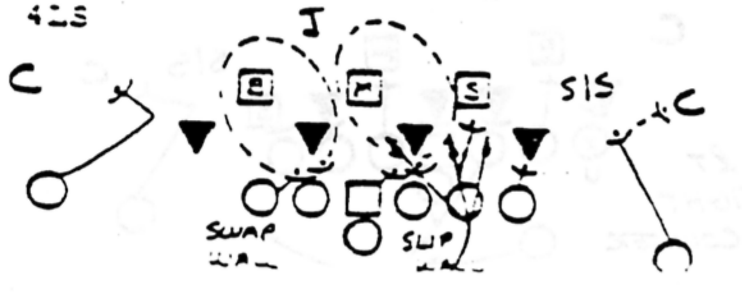
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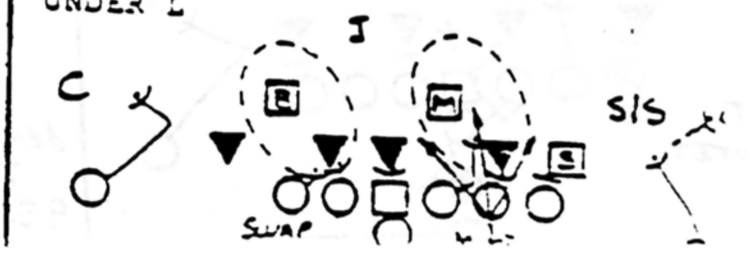

OVER

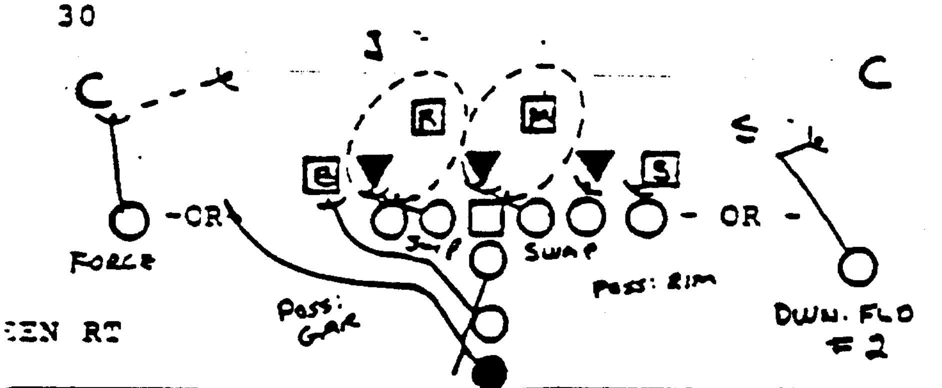



42S




UNDER L






PLAY: 99/98 SLANT(WK)

CP's = FB, on first two steps, show the Defense the Lead Play then bounce outside and block EMLOS, or "U" Block Force.
HB, on first three steps, show Defense the lead play, then bounce outside. Alert for possible cutback.

Y - BLOCK 68/69 RULES

ON T - BLOCK 69/68 RULES

ON G - BLOCK 69/68 RULES

CENTER - BLOCK 69/68 RULES

OFF G - BLOCK 69/68 RULES

OFF T - BLOCK 69/68 RULES

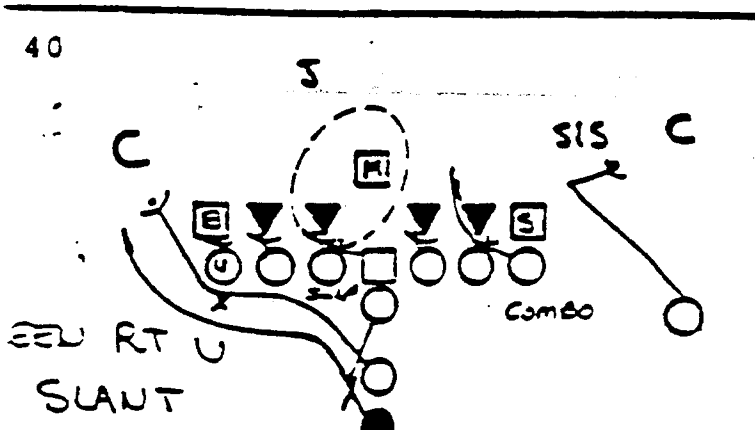
X - BLOCK 69/68 RULES - TIGHT, BLOCK 69/68 SOLID RULES."RELEASE CALL". BLK FORCE.

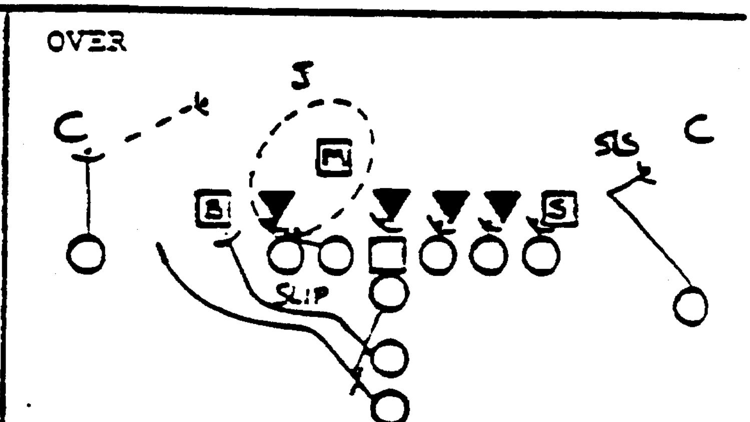
Z - BLOCK 69/68 RULES. U BLOCK 69/68 SOLID RULES. "RELEASE CALL" BLK FORCE.

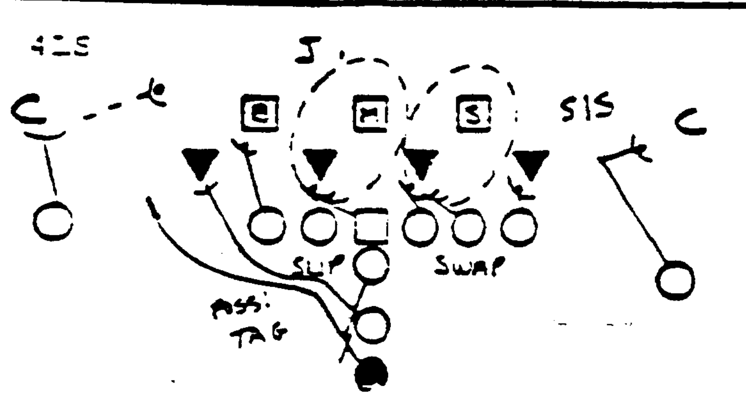
HB - BALL CARRIER. APPROACH L.O.S., THINK BOUNCE OUTSIDE OFF END MAN ON L.O.S. AIM @ INSIDE LEG OF OT.

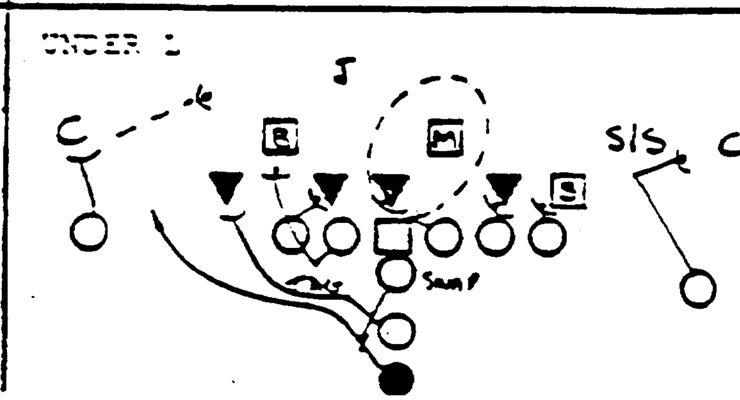
FB - BLOCK END MAN ON L.O.S. WITH "U" BLOCK FORCE - "U" RELEASE CALL, BLOCK OUTSIDE LB'ER AIM @ INSIDE LEG OF OT.

QB - OPEN TO BC. GET BC THE BALL AS DEEP AS POSSIBLE.

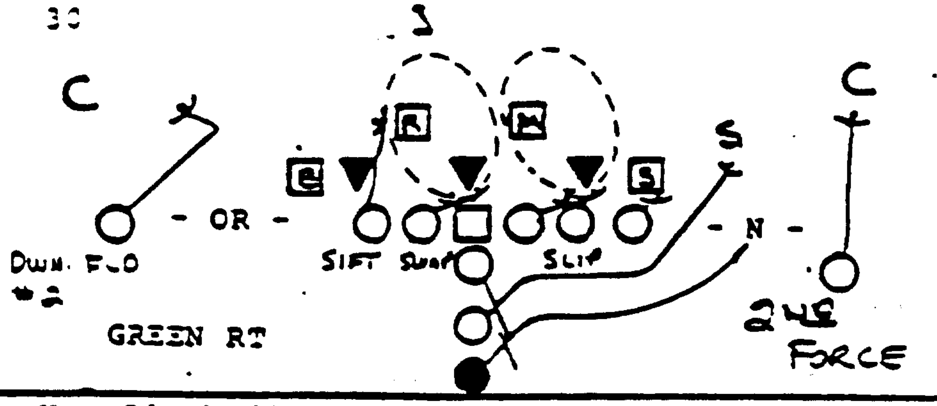


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PLAY: 98/99 Slant Strong

CP's = Block it like 68/69 Strong.

FB - On First two steps, show Def. the lead play, then bounce outside and Block Force.

HB - On first steps, show Def. the lead play, then bounce outside. Alert for possible cutback.

Y - Block 68/69 Strong Rules

ON T - Block 68/69 Strong Rules

ON G - Block 68/69 Strong Rules

CENTER - Block 68/69 Strong Rules

OFF G - Block 68/69 Strong Rules

OFF T - Block 68/69 Strong Rules

X -Block 68/69 Strong Rules "X" Tight or "U" Block Backside Cutoff Angles.

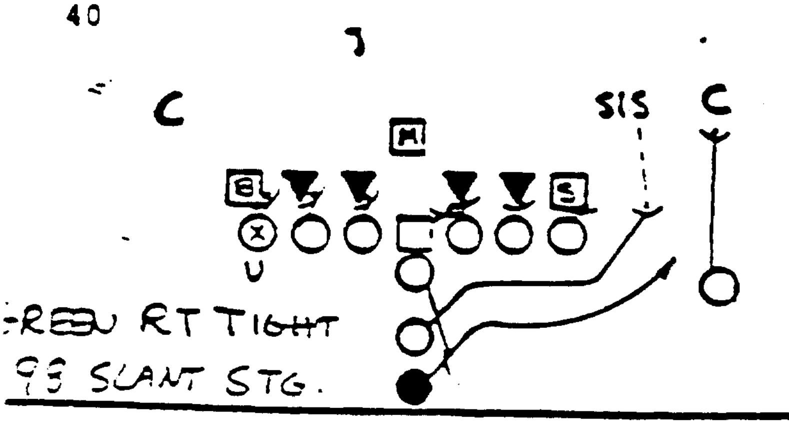
Z -Block 68/69 Strong Rules

HB- Approach LOS, think bounce outside. Aim at inside Leg of OT.

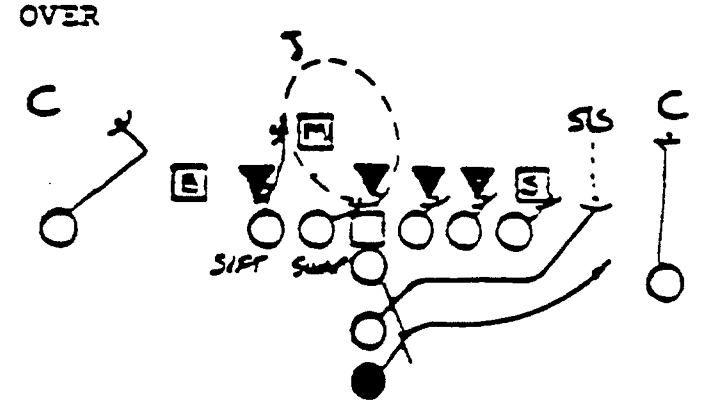
FB- Approach LOS. Aim at inside leg of OT. Bounce outside and block force.

QB - Open to BC. Get him the ball as deep as possible.

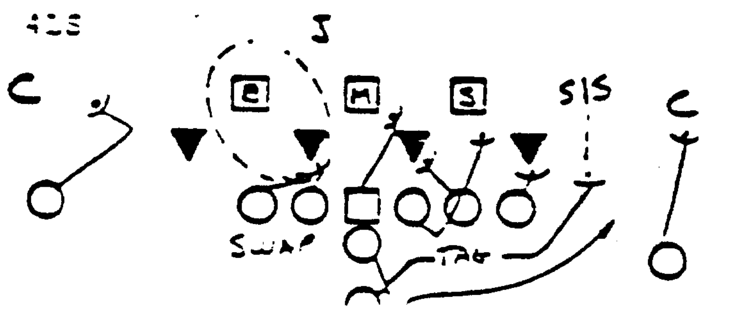
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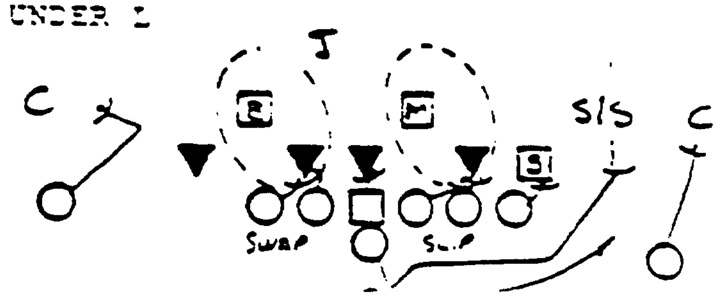

OVER



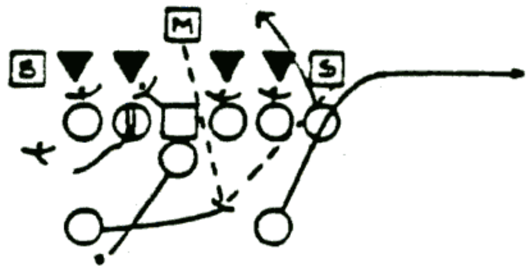

41S




UNDER 1

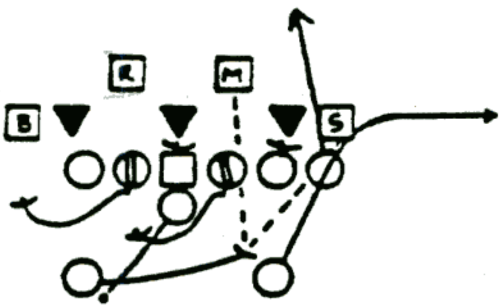


| PROTECTION: 418/419<br>Uncovered Guards Responsible For WK Side LBERS. Rover 1 Buck. HB Dual Rd Call Side.<br><br>QB: Open - With Back 1 Hole Set Up Behind Off-side O.T. This is Misdirection. | 40 |
|---|---|

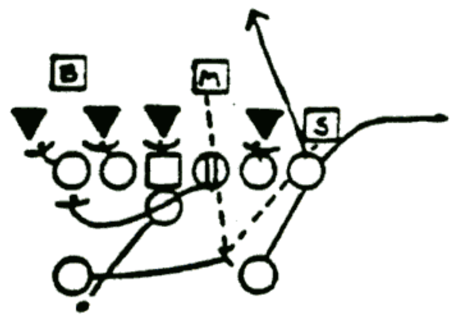



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | UNCOVERED, BLK. BACK<br>COVERED, BLK. MAN ON YOU |
| RT. GUARD | SOLID | BACKSIDE, UNCOVERED PULL DEEP & FIRST INSIDE LBER.<br>COVERED & MAN ON ONSIDE & BUCK. "SOLID" CALL BLK. DUAL REA RESPONSIBILITY (SCAT) |
| LT. GUARD | SOLID | " " " " " " " " " " " " " |
| RT. TACKLE | | BLOCK MAN OVER YOU |
| LT. TACKLE | | BLOCK MAN OVER YOU |
| Y | | RUN PATTERN |
| HB | | FAKE 18-19 BOB<br>DUEL PROTECTION - MAC TO STUB |
| FB | | FAKE 18/19 BOB - FREE RELEASE - RUN PATTERN |

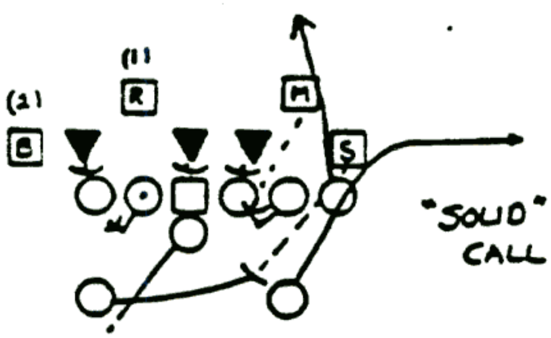
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UNDER L




OVER

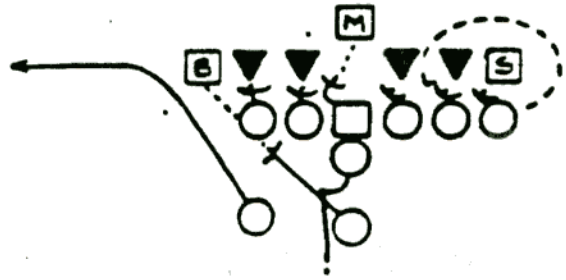





PROTECTION: 565/564
Play Action Off 65/64
Blocking For 0-Line. Y
Block Agg. 70/71 Tech.
Backs Run Agg. 70/71
Assignments

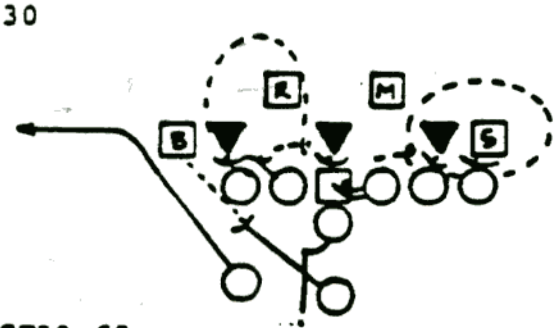
QB:
Reverse Out 3 Steps, 5
Steps or 7 Steps

40



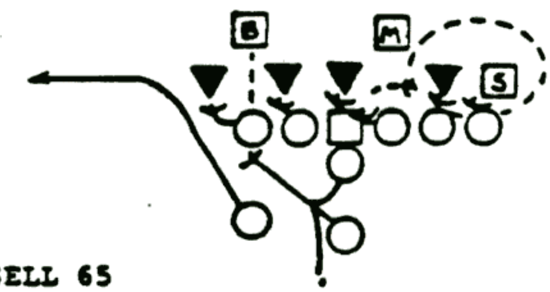

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
| --- | --- | --- |
| CENTER | | VS EVEN, SELL SLIP-RESPONSIBLE FOR DT OR MLB.<br>VS ODD, SELL SWAP-RESPONSIBLE FOR NT OR MLB,<br>(BACKSIDE GUARD COVERED # MAN OVER) |
| RT GUARD | | COVERED BLOCK DL OVER YOU - CUT HIM OFF<br>UNCOVERED SELL SWAP - RESPONSIBLE MLB OR NT<br>ZONE ALL STUNTS |
| LT GUARD | | VS EVEN, SELL SLIP - IF C IS COVERED, # DL OVER YOU<br>VS ODD, SELL T-G SLIP - RESPONSIBLE DE OR ROVER<br>ZONE ALL STUNTS |
| RT TACKLE | | # DEFENDER COVERING YOU. VS. BUBBLE SELL SWAP,<br>(ZONE ALL STUNTS W/YOUR GUARD & Y) |
| LT TACKLE | | VS EVEN # DE LIKE 50/40 LEAD - PROTECT INSIDE<br>VS ODD (YOUR OG UNCOVERED) SELL SLIP - RESPONSIBLE FOR DE OR ROVER |
| Y | | # AGGRESSIVE 70/71 |
| HB | | FREE RELEASE - RUN PATTERN |
| FB | | FAKE 64-65, AGGRESSIVE - CHECK BUCK |

30



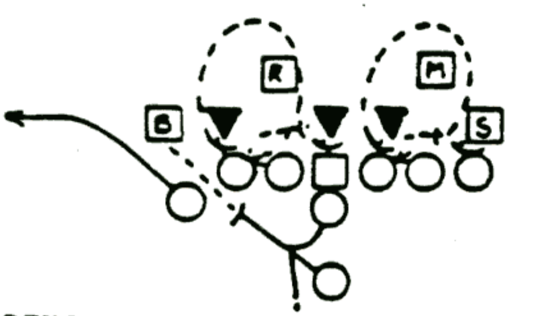

SELL 65

UNDER L




SELL 65

OVER



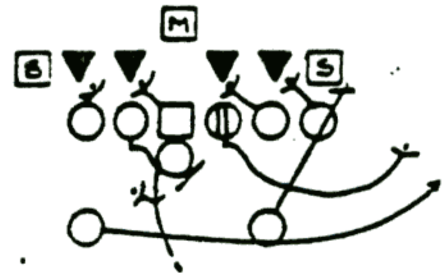

DEUCE RT



PROTECTION: RUN PASS
18/19 (STRONG)

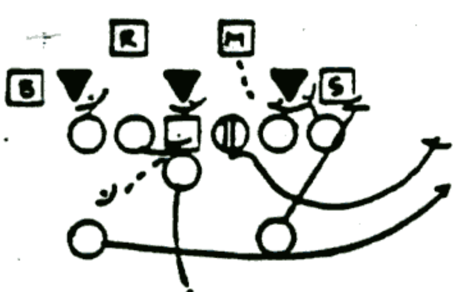
FAKE 18/19 BOB

40

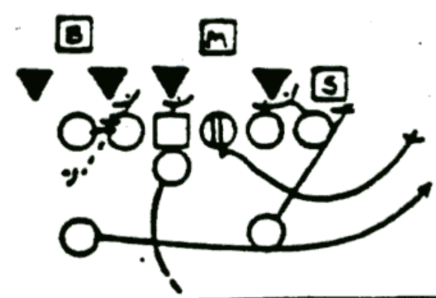


| POSITION | CALL | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | UNCOVERED, BLK. BACK<br>COVERED, BLK. MAN ON -USE ROLL TECH. |
| RT GUARD | | ONSIDE: PULL, BLOCK FORCE (USE 18 BOB TECH)<br>BACKSIDE: COVERED, CENTER COVERED & MAN ON, CENTER<br>UNCOVERED CHK MAC-& BACKSIDE. V. BUBBLE & BACKSIDE |
| LFT GUARD | | ONSIDE: PULL, BLOCK FORCE (USE 18 BOB TECH)<br>BACKSIDE: COVERED, CENTER COVERED & MAN ON, CENTER<br>UNCOVERED CHK MAC- & BACKSIDE. V.BUBBLE & BACKSIDE |
| RT TACKLE | | ONSIDE: BLK 18 BOB<br>BACKSIDE: BLK ROLL LEFT |
| LFT TACKLE | | ONSIDE: BLK 19 BOB<br>BACKSIDE: BLK ROLL RIGHT |
| Y | | BLK. 316/317 POWER RULES |
| HB | | FAKE 18/19 BOB |
| FB | | FAKE 18/19 BOB. BOB BLOCK STUB. |

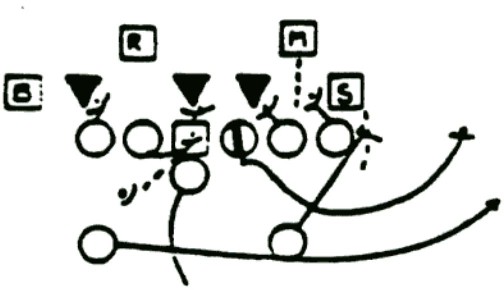
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UNDER L



OVER

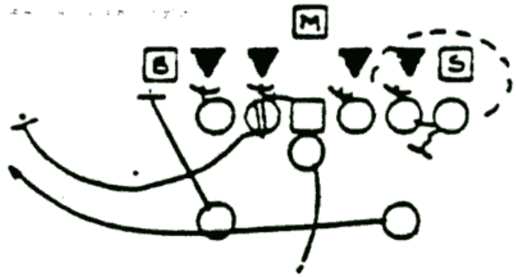




PROTECTION: RUN PASS
18/19 BUCK (WEAK)

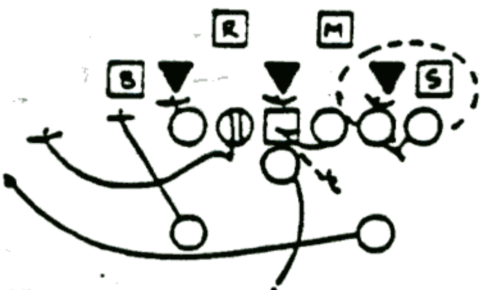
ONSIDE GUARD PULL/LEAD.
O.LINE: BLK ROLL
PROTECTION

40

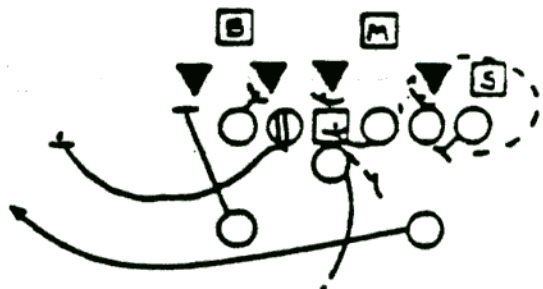


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | UNCOVERED: REACH ONSIDE.<br>COVERED: BLK MAN ON (USE ROLL TECH) |
| RT GUARD | | ONSIDE: PULL AND LEAD. LIKE 18 BOB<br>BACKSIDE: BLOCK LIKE ROLL LEFT |
| LT GUARD | | ONSIDE: PULL AND LEAD. LIKE 19 BOB<br>BACKSIDE: BLOCK LIKE ROLL RIGHT |
| RT TACKLE | | ONSIDE: BLOCK LIKE ROLL RIGHT<br>BACKSIDE: BLOCK LIKE ROLL RIGHT |
| LFT TACKLE | | ONSIDE: BLOCK LIKE ROLL LEFT<br>BACKSIDE: BLOCK LIKE ROLL RIGHT |
| Y | | CHECK - STAY |
| HB | | FAKE 18/19 WEAK |
| OVER | | FAKE 18/19 WEAK - BOB BLOCK BUCK |

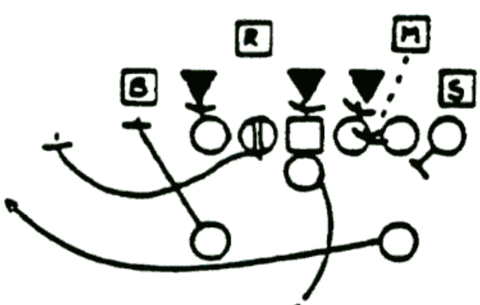
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UNDER L



OVER

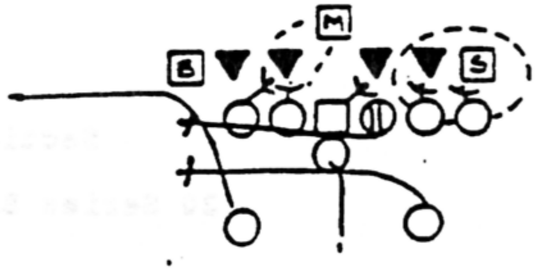




PROTECTION Run-Pass 35/34 Trap
O. Line Run 35/34 Trap. HB Fake Trap, Run Pattern. FB Fake Trap, Responsible For Willie.

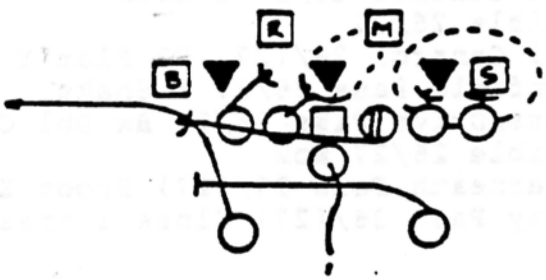
QB:
Open Behind Center 3 Step, 5 Step or 7 Step Drop. Token Fake to FB.

40

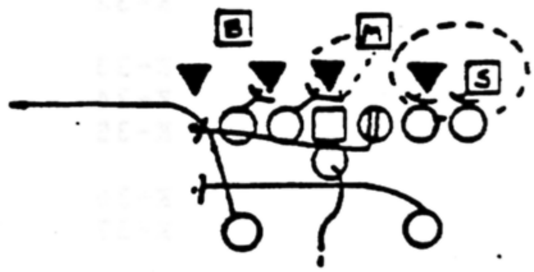



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BLOCK 35/34 TRAP |
| RT GUARD | | BLOCK 35/34 TRAP |
| LFT GUARD | | BLOCK 35/34 TRAP |
| RT TACKLE | | BLOCK 35/34 TRAP. ZONE SOX W/O.T. ONSIDE |
| LFT TACKLE | | BLOCK 35/34 TRAP. ZONE SOX W/O.T. ONSIDE |
| Y | | BLOCK MAN OVER YOU - ZONE W/O.T. |
| HB | | START 35/34 TRAP - RUN PATTERN |
| FB | | RUN 35/34 TRAP COURSE - PICK-UP BUCK |

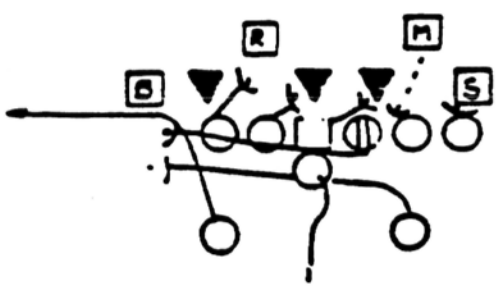
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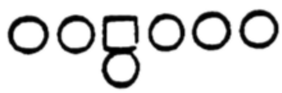



UNDER L




OVER



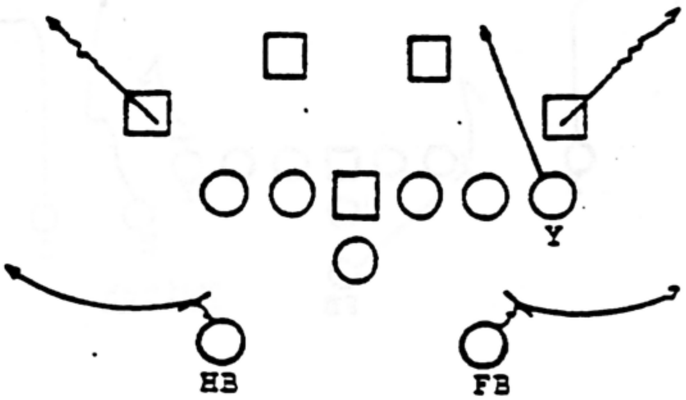



## Section K

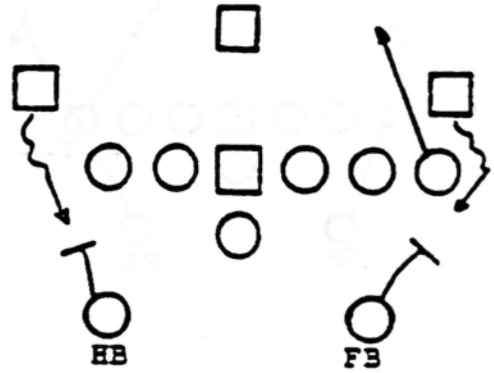
## 20 Series Back Action

HB - Check BKR -- Release
FB - Check BKR -- Release
Y - Free Release
QB - Pocket (0/1) Protection

20 (21)



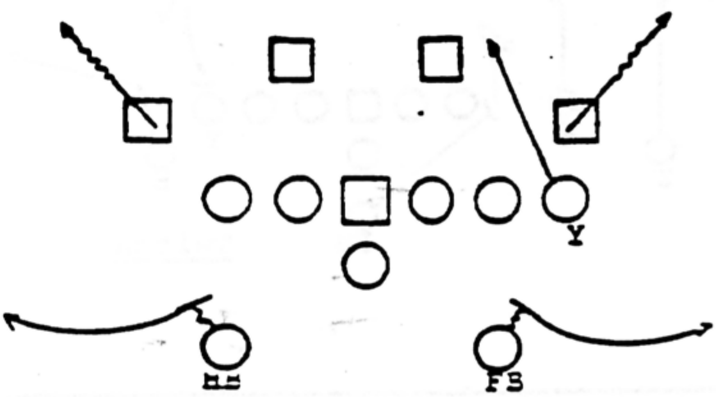

- No Dog -



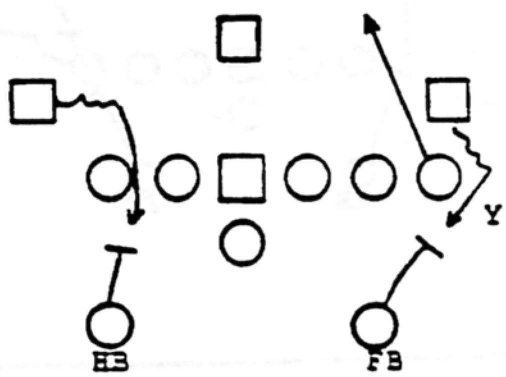

- BS Dog -

HB - Check BKR -- Release
FB - Check BKR -- Release
Y - Free Release
QB - Pocket (2/3) Protection

22 (23)



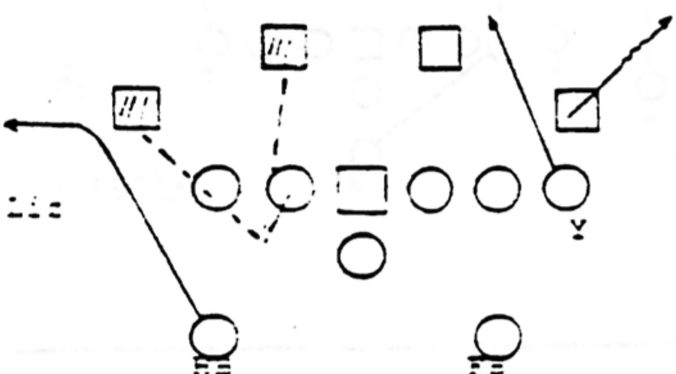

- No Dog -

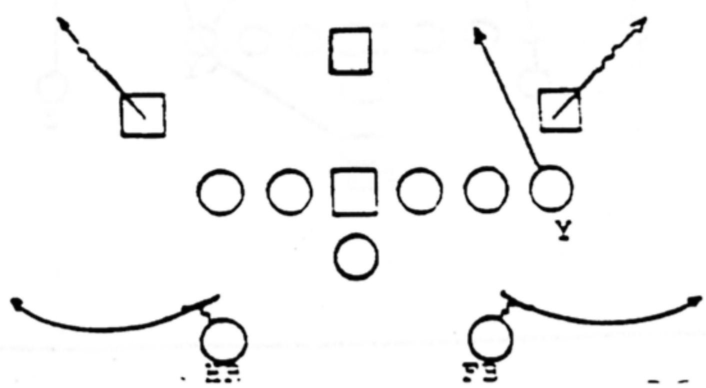



- BS Dog -

HB - Free Release - Two BKRers Same Side - Look For Ball Quick
FB - Check BKR -- Release
Y - Free Release
QB - Scat Weak (24/25) Protection

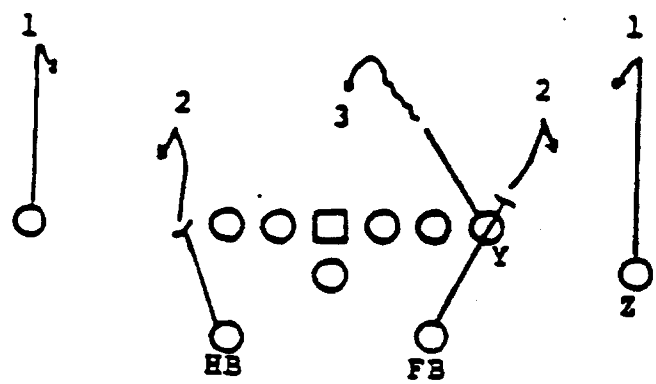
20 (25)



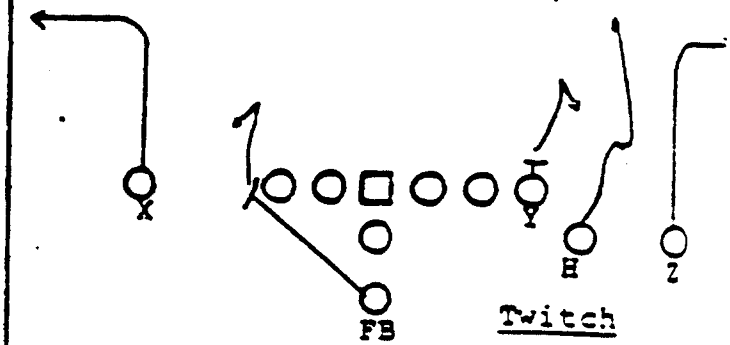



120 - 121 VARIATIONS - ALERTS

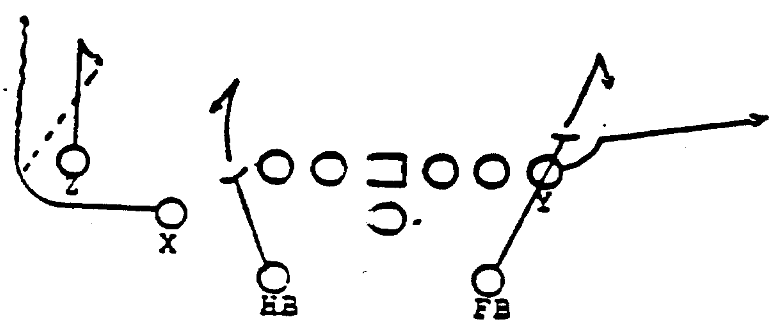
120 DBL Hitch
WR Split Normal



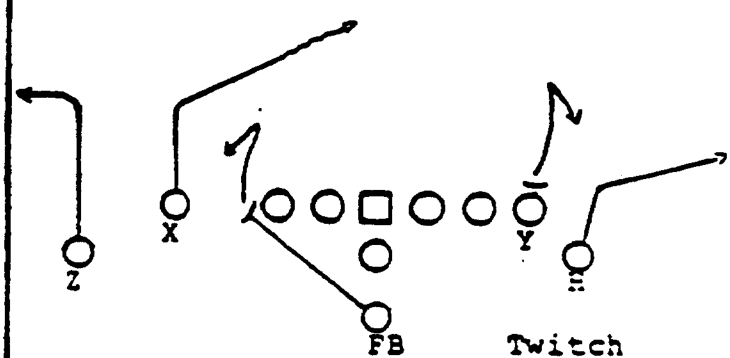

Audible 120 - 121
Trey
(H Alert - Seam)



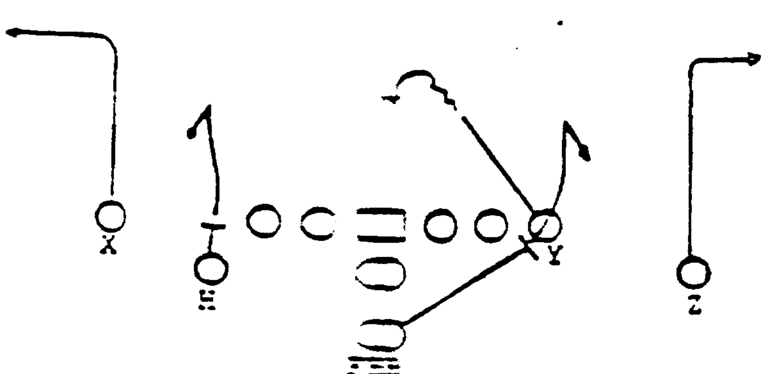

120 Hitch-Lateral



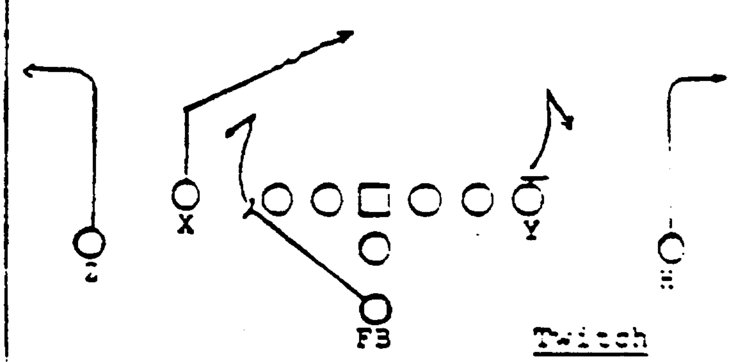

Audible 120 - 121
Flank

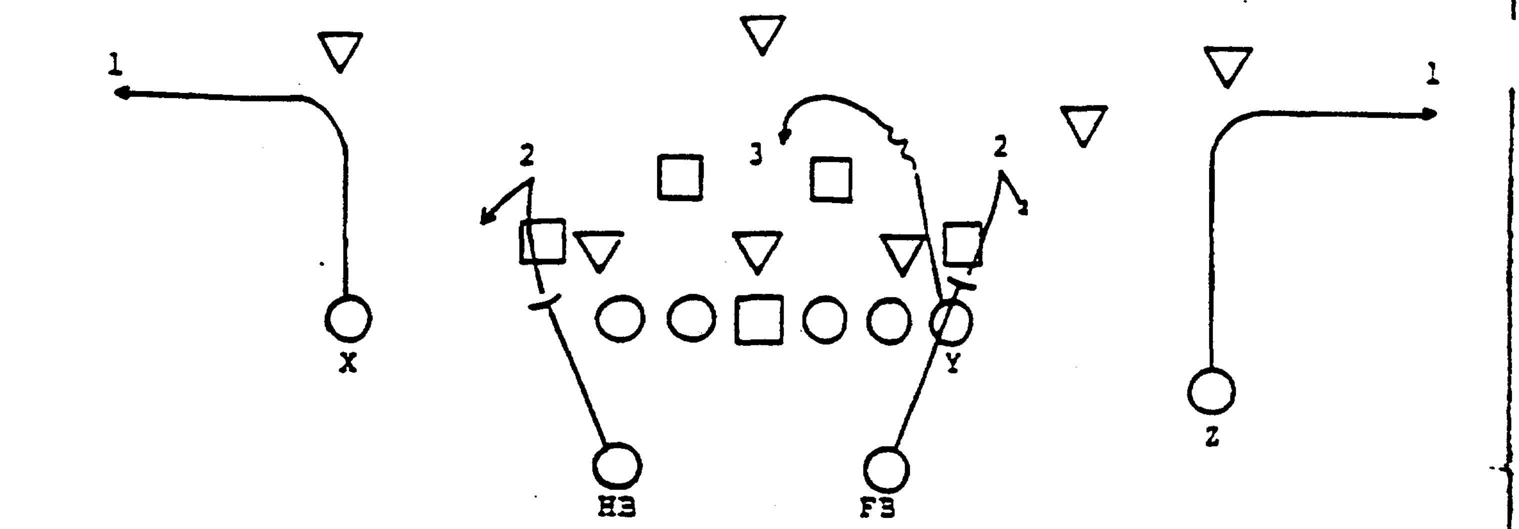



Audible 120 - 121
Deuce




Audible 120 - 121
Flex






Red RT 120 DBL Qk Out                VARIATION: 120-121 DBL Hitch/Z Hitch

<u>Protection</u> - Pocket -- Primary - Pick a Side. <u>Outlets</u> - ISR/BKS.

QB - 3 Step. P.S.L.--Pie a Side - Stick. Want Loose Single Cover on WR. Audible Play VS 1-on-1 Coverage.

HB - Drive at LBKR - Cut. No Contact - QK Hook. Alert Blitzer.

FB - Drive at LBKR - Cut. No Contact - QK Hook. Alert Blitzer.

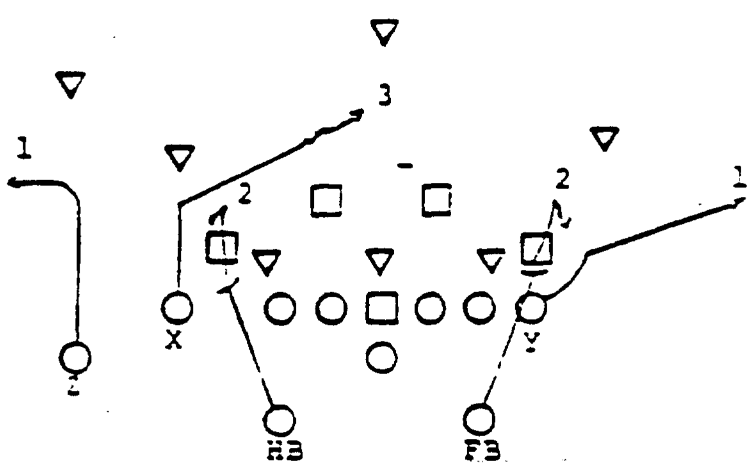
ISR- Pop Slant. Be alert to uncover on QB eye contact -- Blitz Adjust.

WR - Outside Route - Split for QK Out. Possible DBL Hitch/Z Hitch--Blitz Adjust.

Slot - X Pop Slant -- Y Shoot.

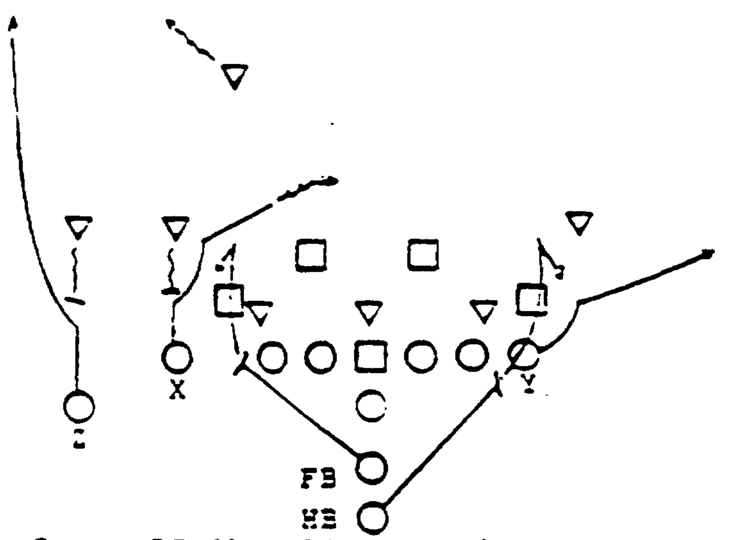
Alerts - <u>Y/HB Twitch VS Trey/Flank/Flex</u>--Slot 120-121 Hitch-Lateral.

Counter - QK Out - Go. Hitch - Go

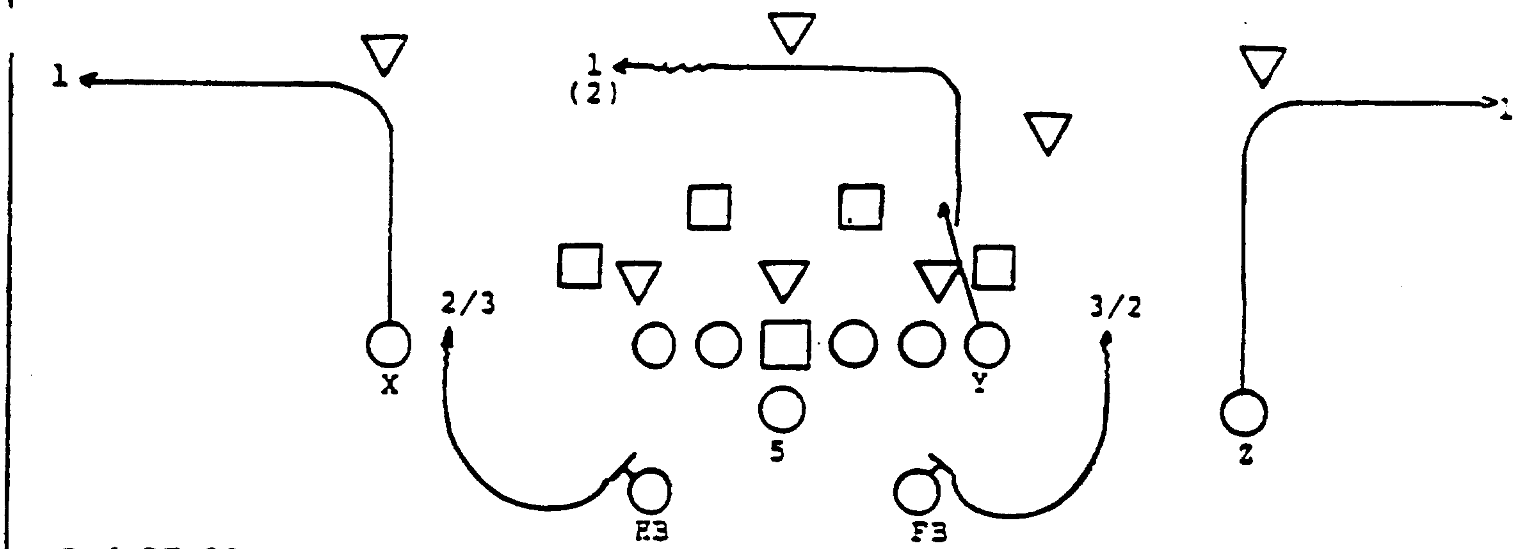



Red RT Slot 120 DBL Qk Out

Alert Cloc/Bump




Green RT Slot 120 DBL Qk Out




Red RT 20 M DBL Out

Protection - Pocket---Primary Pick a Receiver. Outlets HB/FB.

QB - 5 Step Pivot -- Timed out. Out taken away (Cleo or Buck) look to M Route--2nd M is 3rd Receiver in progression. Y is possible #2 VS Buck to X Rover to HB. Y is primary VS Cover 2 look/nose coverage on WR.

HB - Check BKR -- M Route

FB - Check BKR -- M Route

ISR- 1-3 yard split. Inside release--Center Route. Alert pop. (Blitz Adj.)

WR - Outside Route Split. Out Route--Fade VS Cleo (Blitz Adj.)

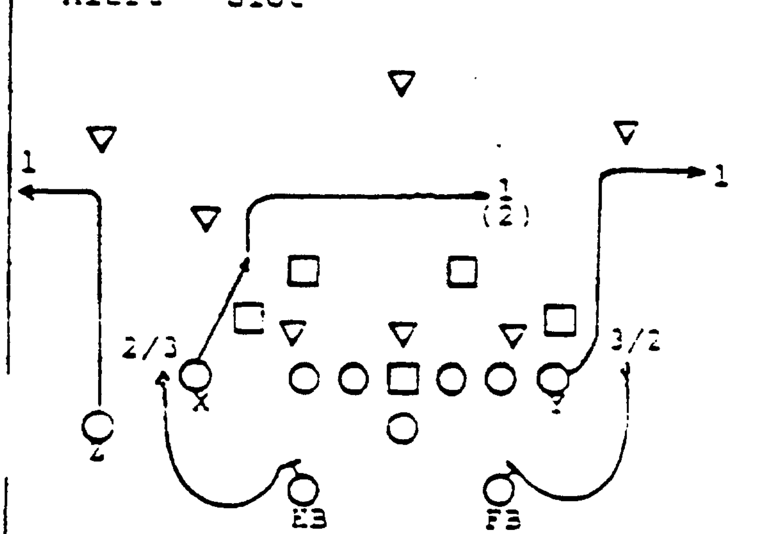
Slot - X Run Center Route--Release Inside VS Jam. Y outside Release Out. TE Alert--Slot Open. Out Route with all adjustments.

Alert - Hook DBL Out -- QB Read Changes.

Counter - None

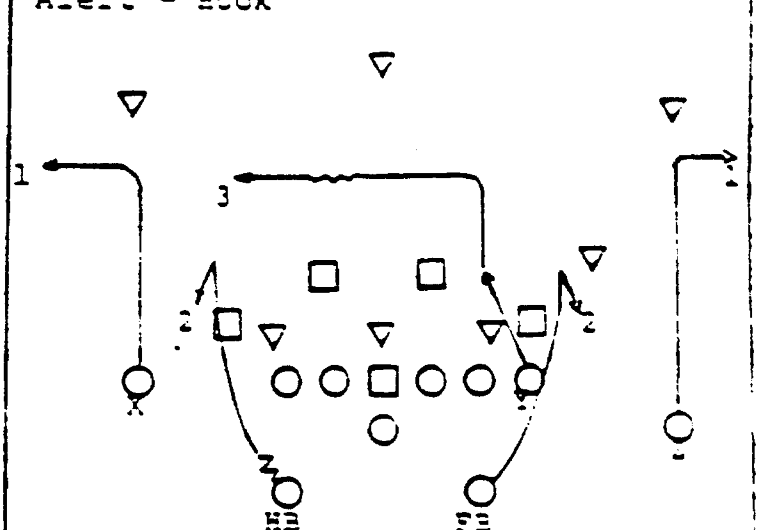
Variation - Use Hook DBL Out with Deuce/Trey

Alert - Slot

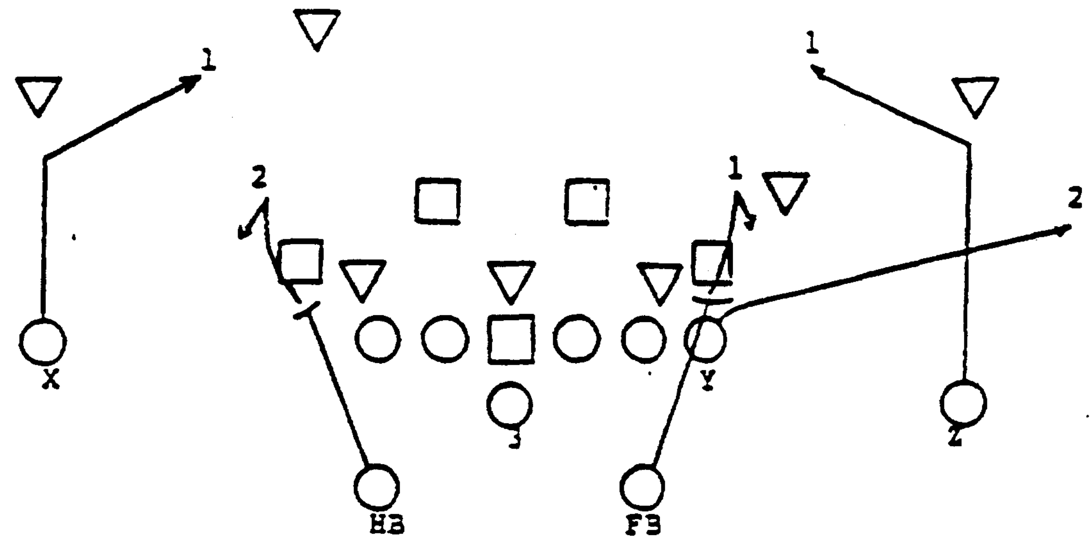



Red RT Slot 20 M DBL Out

Alert - Hook




Red RT 20 Hook DBL Out




Red RT 122 DBL Slant

Protection - Pocket--- Primary Pick a Side. Outlets - Backs.

QB - 3 Step. P.S.L. Pick A Side - Stick. Game Plan Dictates use of Audible. Called VS Blitzes/Dogs/unusual Defenses. Look for Safeties in Blitz/Dog Cover looks.

HB - Drive at LBKR - Cut. No Contact - QK Hook. Alert Blitzes

FB - Drive at LBKR - Cut. No Contact - QK Hook. Alert Blitzes

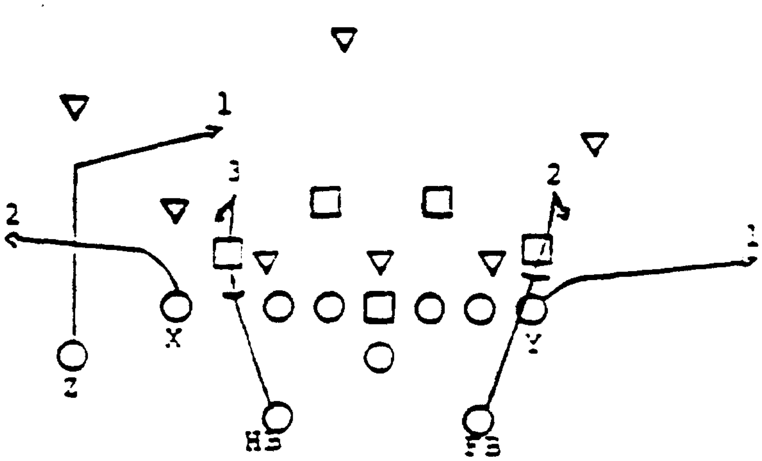
ISR - Shoot Route -- Check QB QK - No Ball continue (Blitz Adjust).

WR - Normal Split -- Slant Route (Blitz Adjust).

Slot - X Shoot/Y Shoot - Alert Open - Run Slant.

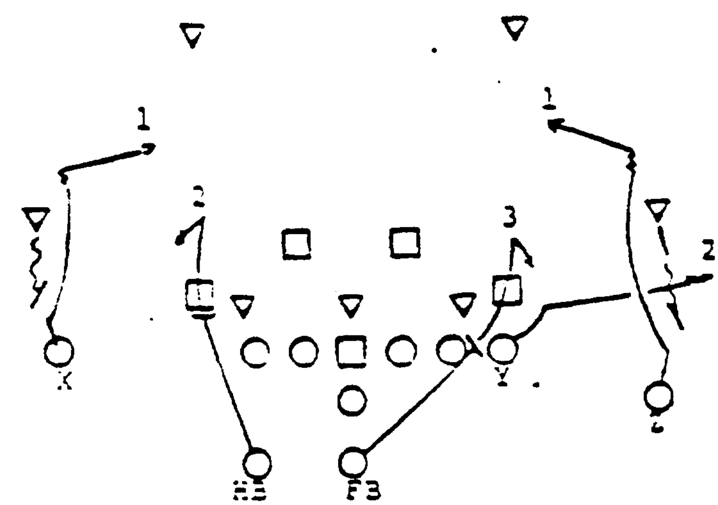
Alerts - Y/HB Twitch VS Trey/Flank/Flex.

Counter - Slant-Go/Slant - Corner



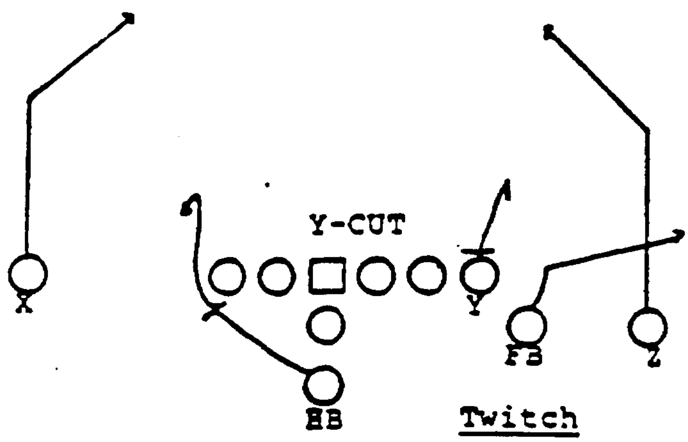

Red RT Slot 122 DBL Slant

Alert Clec/Bump

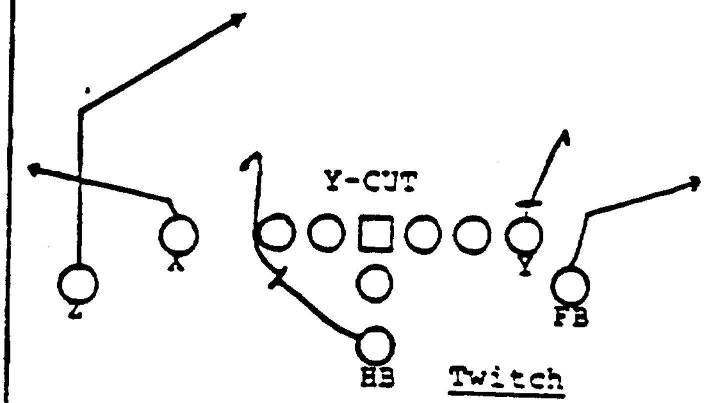



Brown RT 122 DBL Slant

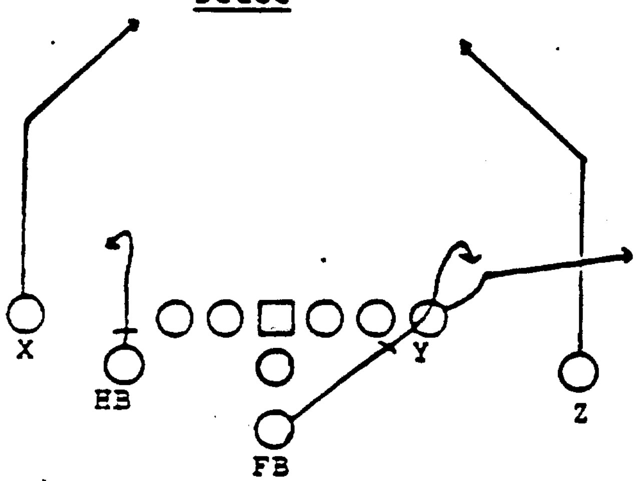
Audible 122
Trev



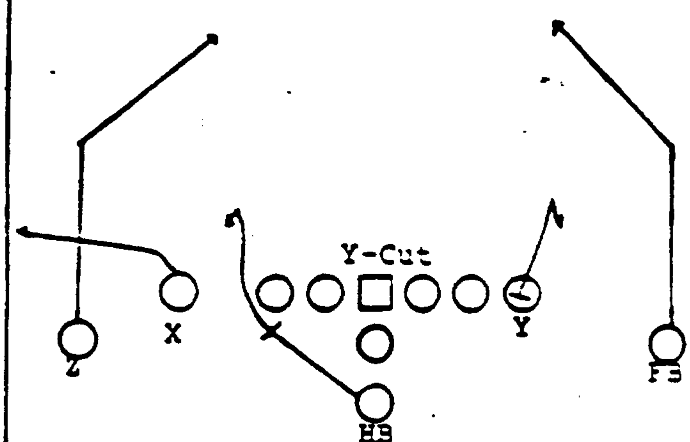

Audible 122
Flank

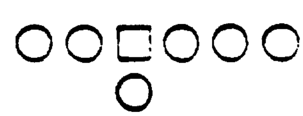


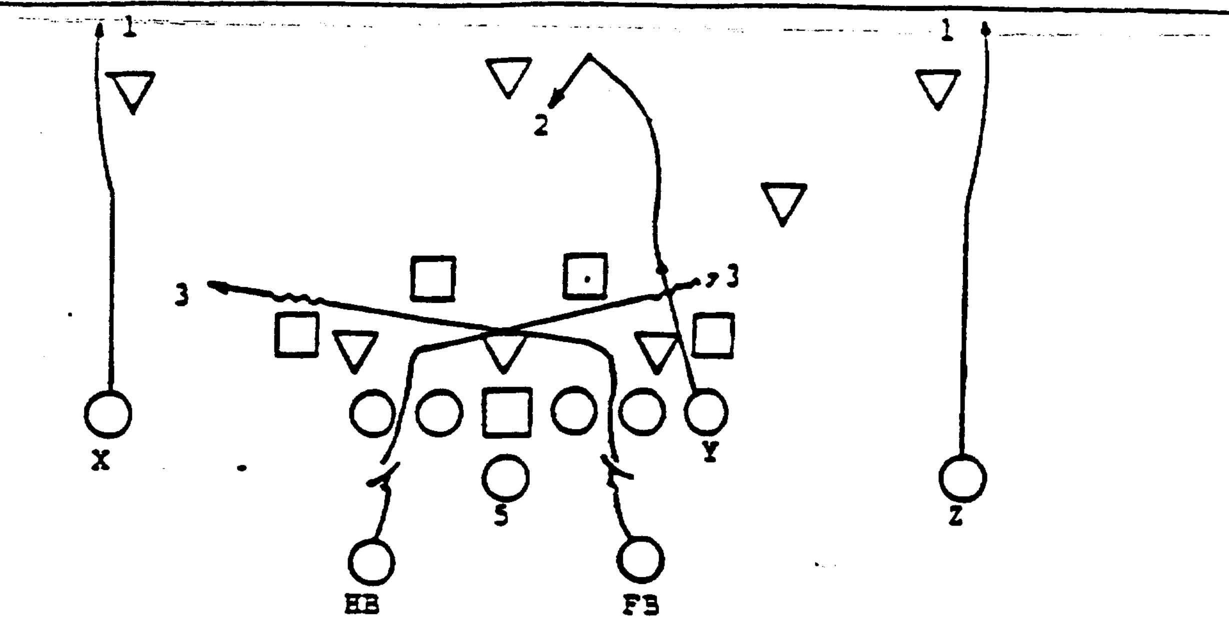

Audible 122
Deuce




Audible 122
Flex






Red RT 22 Box DBL Go

Protection - Pocket --- Primary - X/Z. Outlets Y/Bkr.

QB - 5 Step. P.S.L. for 1-M-1 -- hold JK, Work WR to Y/Bkr.
Must R.O.M. for JK/SM help on WR -- Y Read-Break By G.P.

HB - Check LBKR - Cross

FB - Check LBKR - Cross

Y - 1½/2 Yard Split. Pop release inside -- Deep Hook. Read - Break by Game Plan. (Blitz Adj).

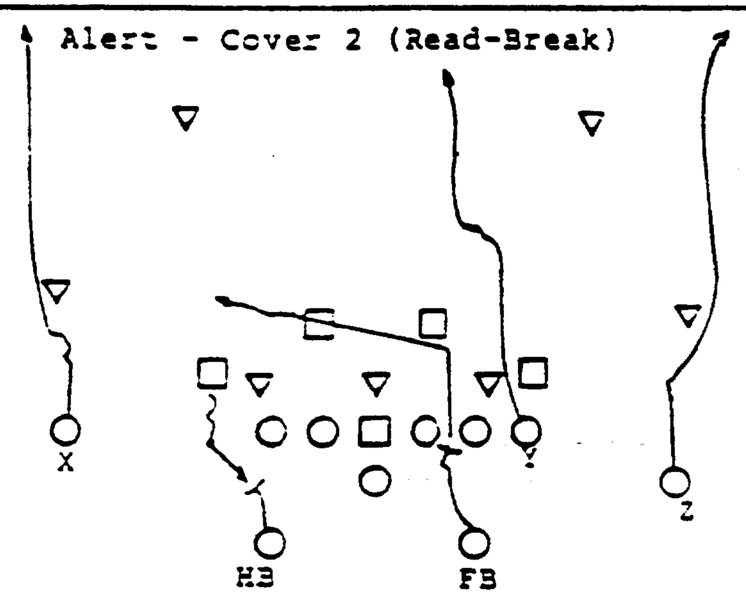
WT - Outside Route Split - Go Route (Blitz Adj).

Slot - X Deep Hook/ Y Outside Release Go.

Alerts - T (Twitch) Call for Trey/Flank/Flex

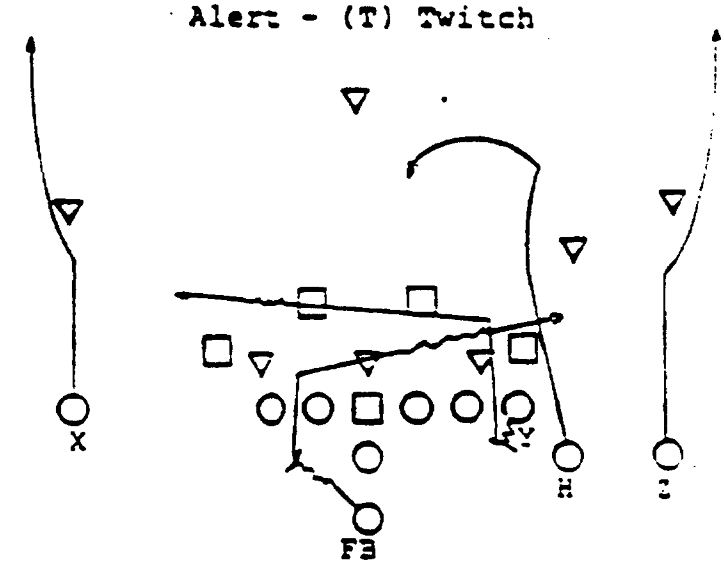
Variations - Slot Formation

Alert - Cover 2 (Read-Break)

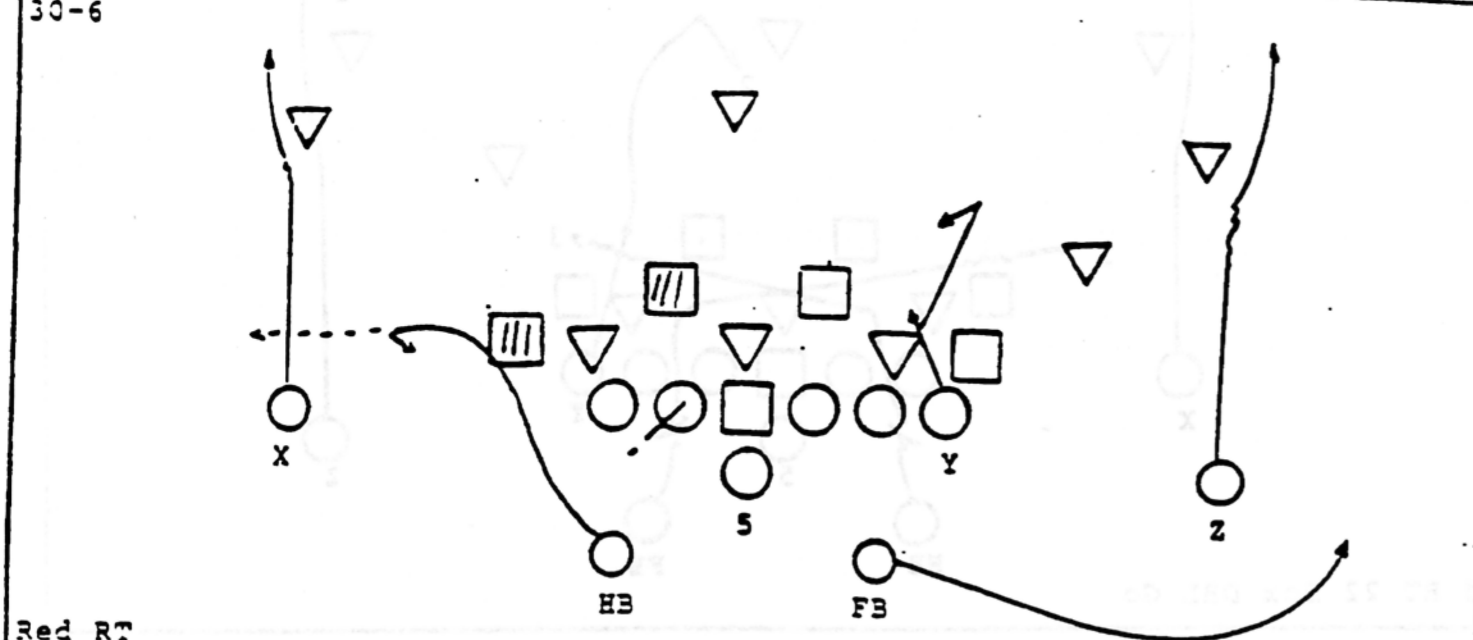



Red RT 22 Box DBL Go

Alert - (T) Twitch




Trey RT T 22 Box DBL Go




Protection - Scat Wk --- Primary - HB. Outlets Y-FB

QB - 5 Qk Steps. Stick with HB -- Read Buck - Rover Dog. Dump the ball over LBKR. QB Looks: HB run away - 5 Qk Pivot Throw; HB Sets down - 5 Qk Hitch Throw. VS 40 Key M for HB-Y-FB #3.

HB - Free Release. Defender Across Face -- Set Down (VS 30 Buck Dog be alert for Cleo). No Defender across Face -- Run Away. Align for Best Release. 2 BKRs Same Side look for Ball Quick.

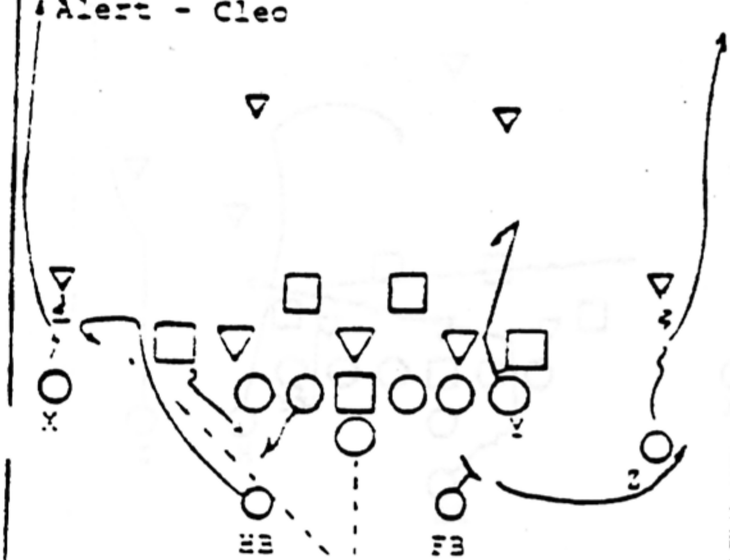
FB - Check LBKR - Wide Route (#3 Receiver). Alert Blitzer.

ISR- Release Inside - Pop then Hook. Be alert to uncover. (Blitz Adj).

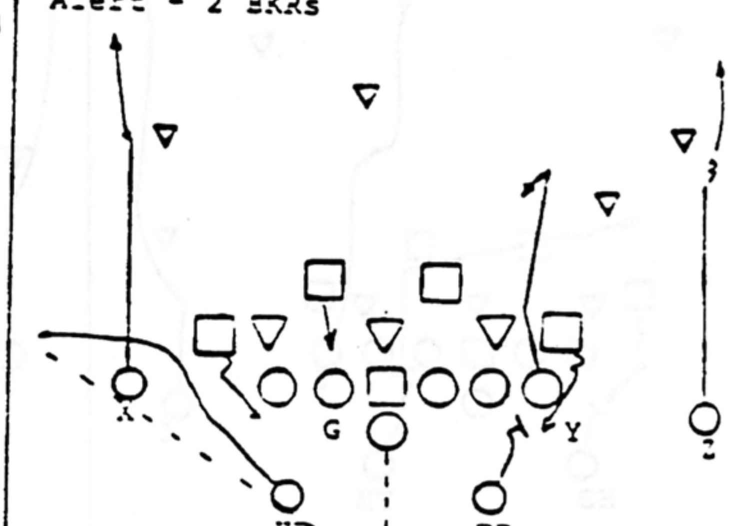
WR - Normal Split - Clear. Must release outside Cleo/Bump. (Blitz Adj).

Counter - HB Circle

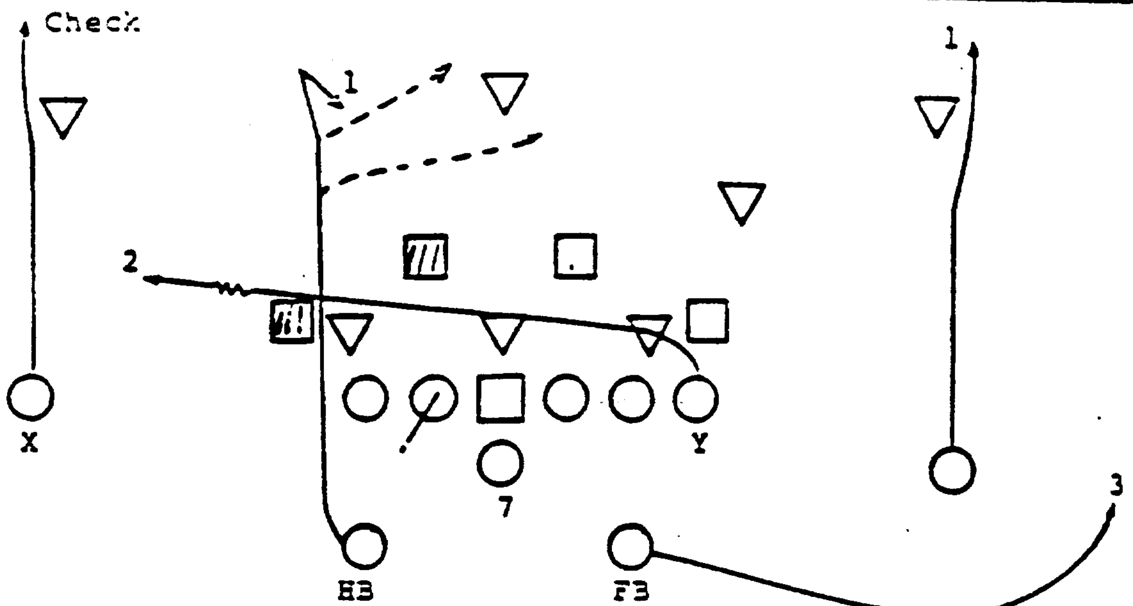
Variation - HB Slow Flat.




Red RT 24 HB Flat




Red RT 24 HB Flat




. HB Seam

- Scat Wk (Alert 224 or 228) Primary - HB Outlets Y/FB.

eps - P.S.L. Cover look on Wk Side. Check X-Go--Work HB Seam
Under - FB Wide #3. Must be Alert.

Release -- Seam. Alert 30 2 BKRs/4 Buck--Shoot

k LBKR -- Wide

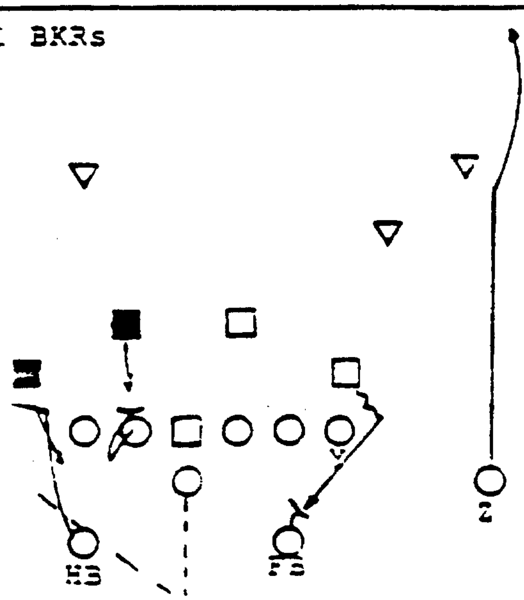
ide Release -- Under (Blitz Adj.)

al Split. Go Route. (Blitz Adj.)

side Route Split. Go Route (Blitz Adj.)

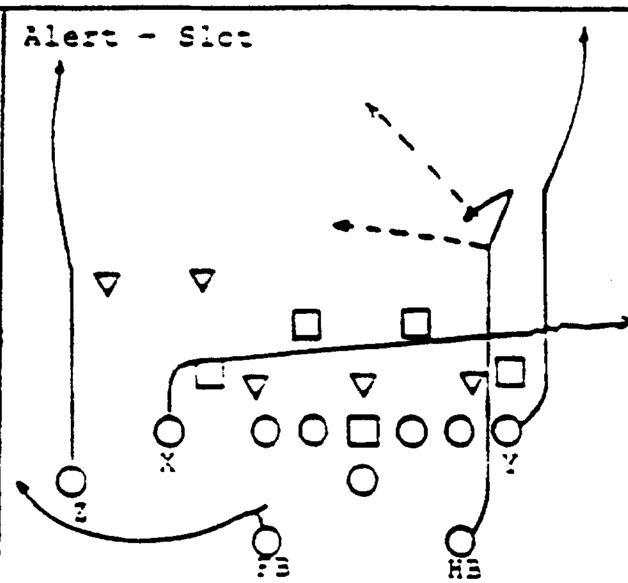
- Change Slot VS Squat Cover.

BKRs

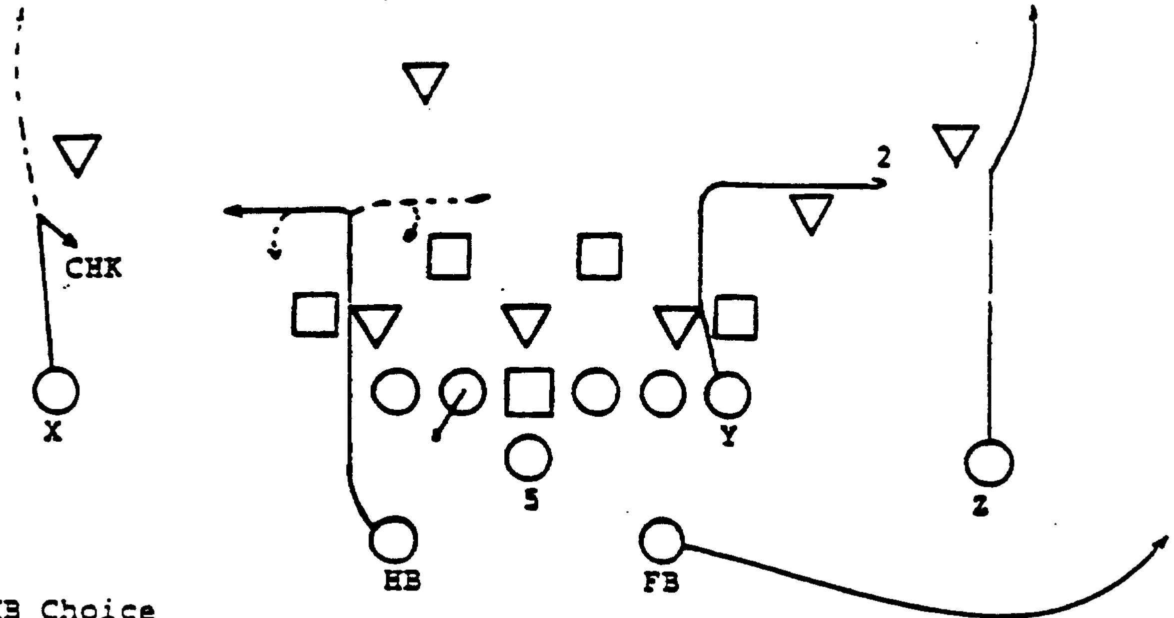



HB Seam

Alert - Slot




Change RT Slot 36 HB Seam




Red RT 24 HB Choice

QB Alert if Guard Covered.

Protection - Scat Wk --- Primary - HB. Outlets Y - FB.

QB - 5 Step, must P.S.L. the Triangle. Key the Corner - JK - Buck BKR. Read Buck - Rover Dog. Dump the Ball over the LBKR. R.O.M. - Basically check the RIM -- Work HB Choice to Outlets.

HB - Free Release - HB Choice Route - 2 BKRs Same Side Break Out Look for Ball Quick.

FB - Check LBKR - Wide

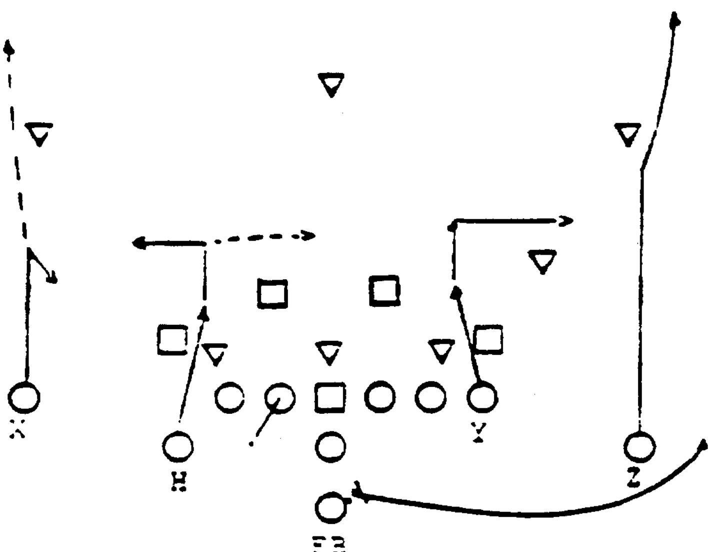
ISR - Release Inside - Pop Fan Route ( Blitz Adjust).

X - Normal Split - RIM Route (onside of Choice) (Blitz Adjust).

Z - Normal Split - Clear. Must release outside VS Cleo/Bump (Blitz Adj).

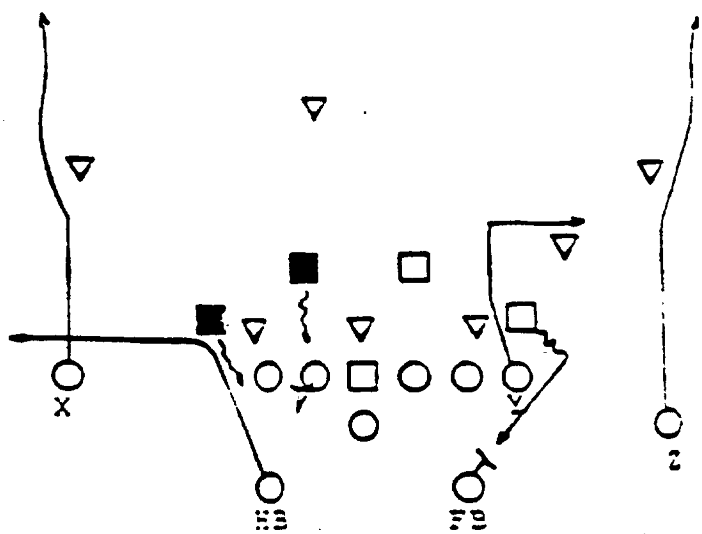
Counter - None

Variation - HB Shake/ 24 - 25 X Choice (Blue Tight A-C Wk)

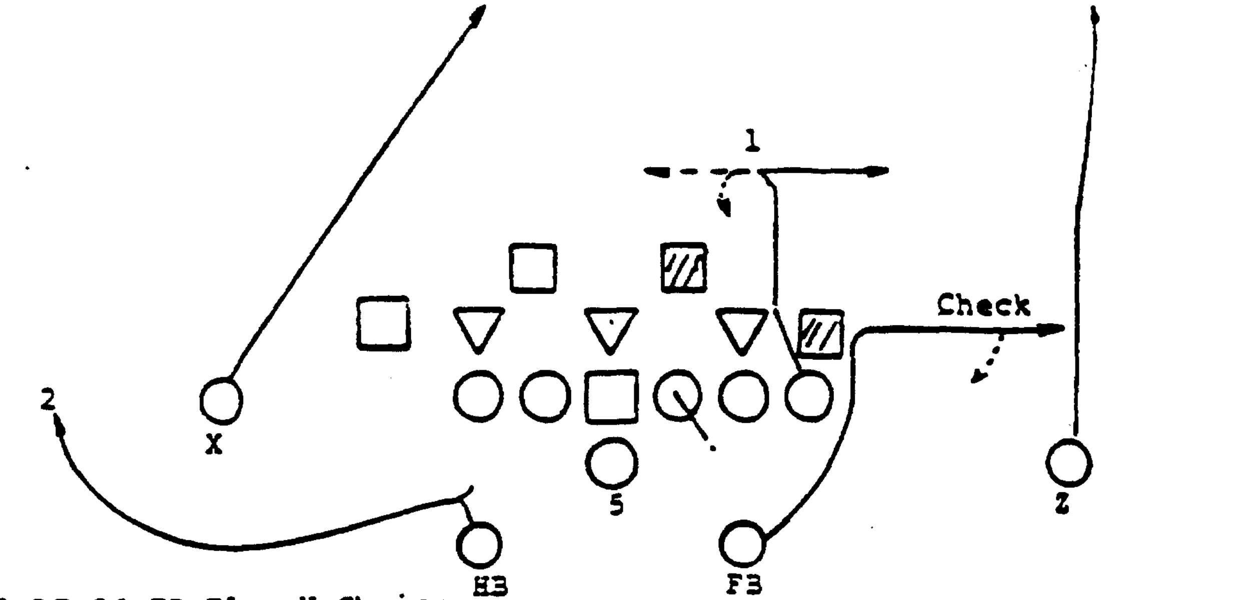



Deuce RT 24 H Choice

Alert 2 BKRs




Red RT 24 H Choice




Red RT 26 FB Flat Y Choice

QB Alert If Guard Covered

Protection Scat STG --- Primary - Y. Outlets HB.

QB - 5 Step--Must P.S.L. the Triangle--Key the Corner (Sam) Stub BKR on the Move. Basically check FB Flat/Rim--Then Work Y Choice to Outlet #Z(3). Alert Y Pop VS Mac Dog.

HB - Check BKR -- Flare

FB - Free Release -- Flat Route

X - Outside Route Split--Arrow Route (Blitz Adj).

Z - Split Normal--Clear (Blitz Adj)--Rim VS No FB Flat Call. VS Slot Formation--Clear. (Blitz Adj).

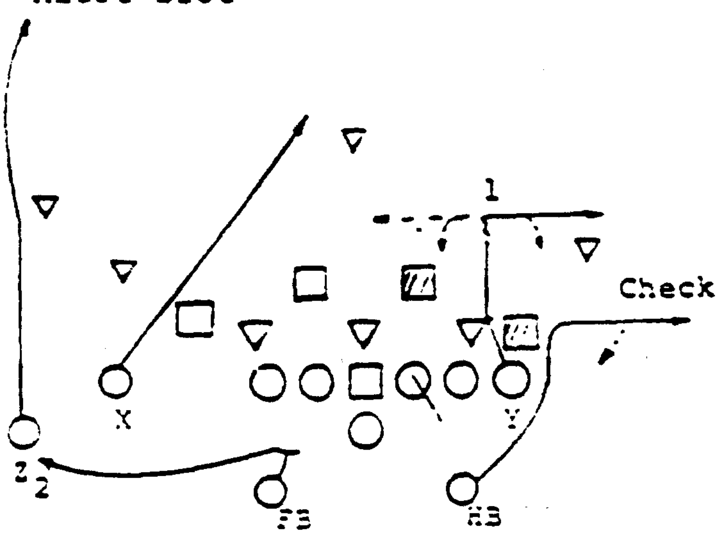
Y - Split 1½ - 2 yards. Choice Route -- Alert Pop. Be Decisive (Blitz Adj).

Alert - 26 - 27 Y Flat U Choice (T) with Trey/Flank

Counter - None

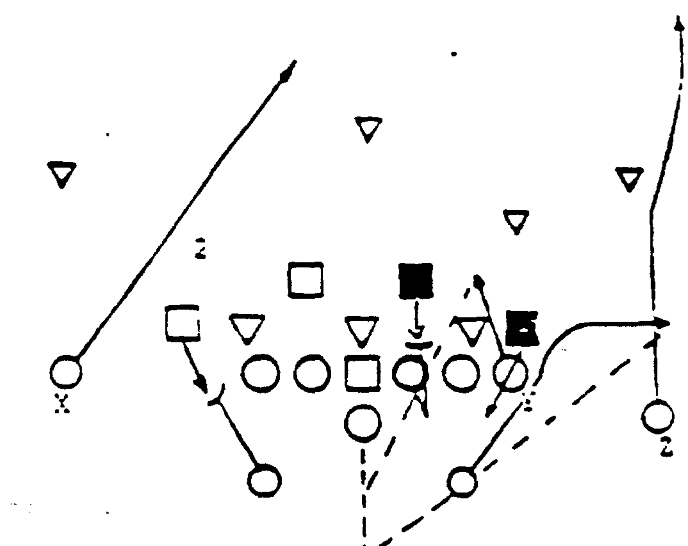
Variation - Y Shake

Alert-Slot

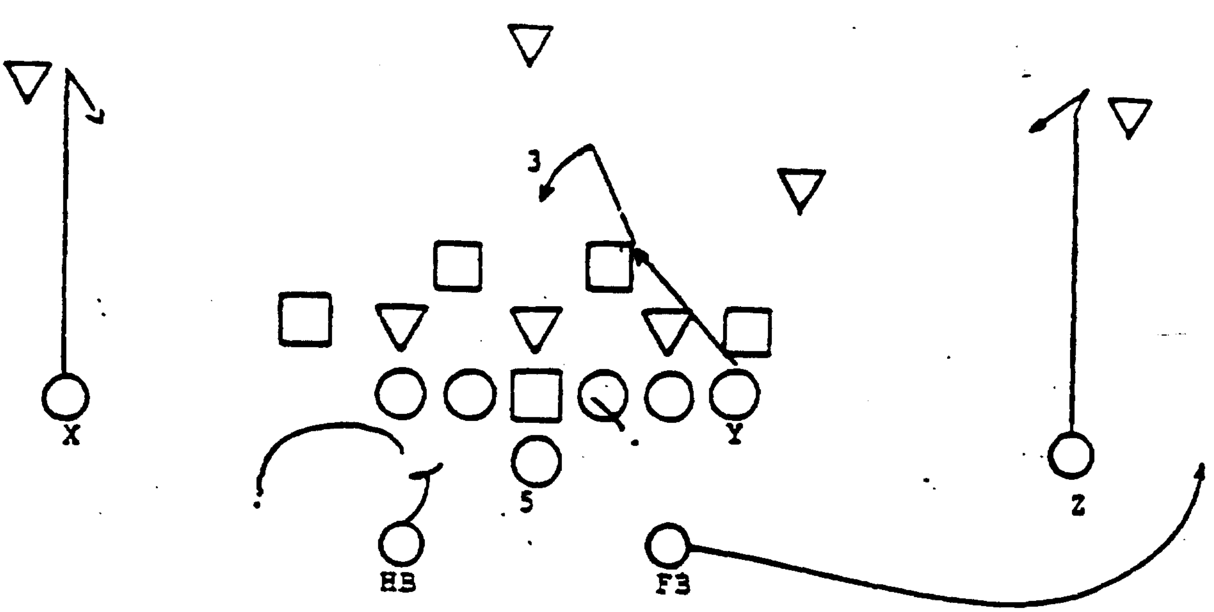



Red RT Slot 26HBFlat Y Choice

Alert 2 BKRs




Red RT 26 FB Flat Y Choice



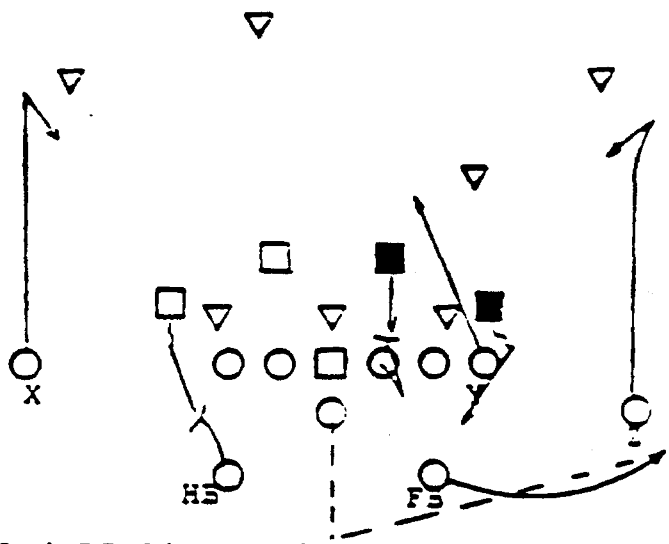

Red RT 26 Z Hock

QB Alert Guard Covered

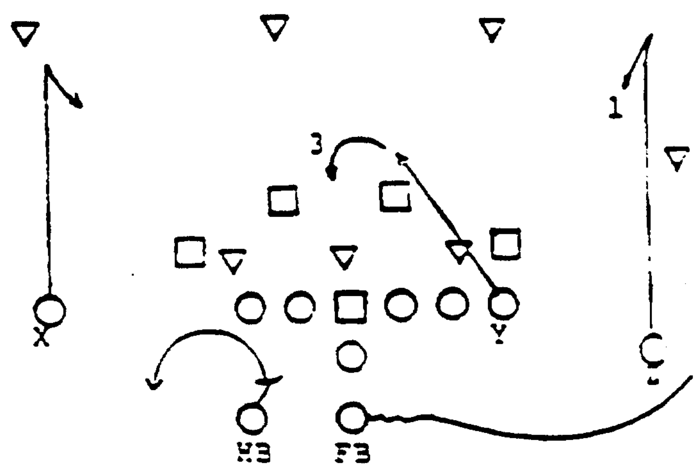
<u>Protection</u> - Scat STG --- Primary Z. Outlets FB/Y

QB - 5 Step Hitch - Strong side pattern -- Read M VS 34 for Pop - Read Stub VS 43 for wide. Flanker is primary--must have a throwing lane (shoulder to shoulder throw). Underneath cover takes Z away work FB wide to Y spot.
HB - Check BKR - Slow Flat
FB - Free Release - Wide -- alert B motion
ISR - Split 1 yard. Inside release--Spot Route. VS 34 work far M-BKR VS 43 wall near M BKR--Always alert for Pop. (Blitz Adj).
WR - Normal Split Rule - Hook - Drive corner off - Beat short defender. Game plan may call for reduced split (Blitz-Adj).
Slot - X must know ISR rules
Alert - Slot Call -- 24 - 25 Z Hook
Counter - Hook - Go/Out
Variation - Formation/Motion - Receivers/Backs.

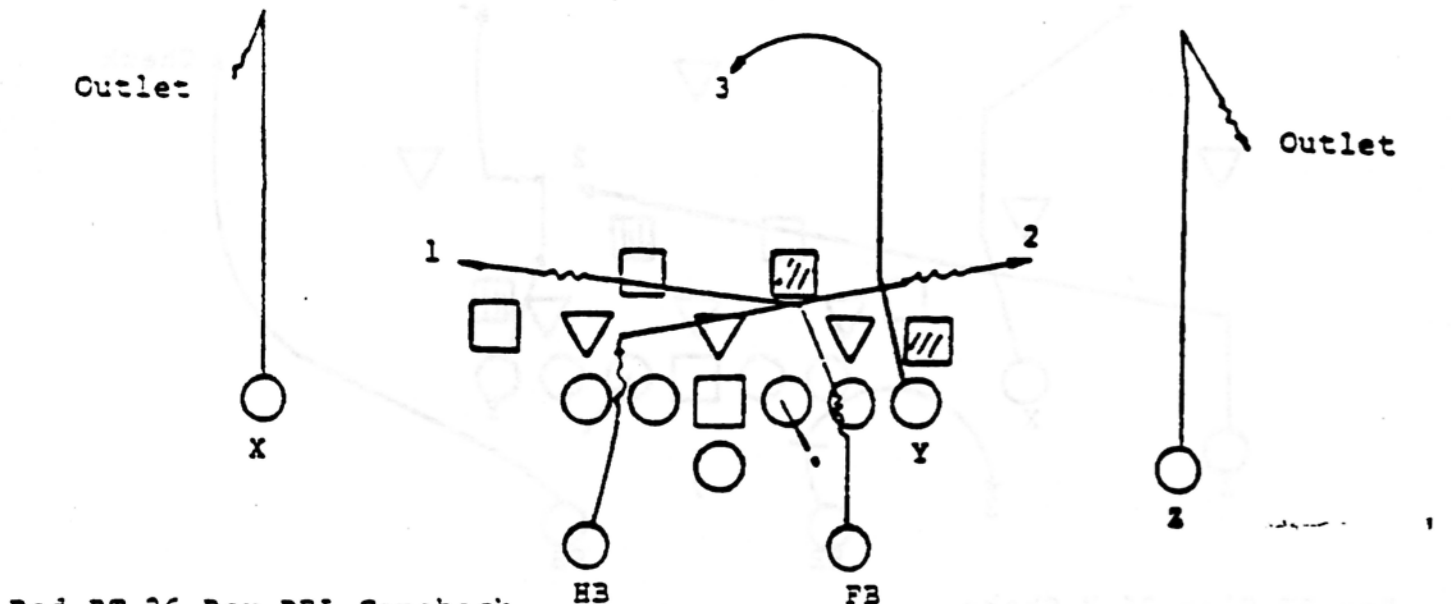
Alert - 2 BKRs




Red RT 26 Z Hock




Brown RT B RT 26 Z Hook




Red RT 26 Box DBL Comeback

Protection Scat STG ---Primary - HB/FB. Outlets Y/WR.

QB - 7 Step-Work the Progression. 36/37--Scat Strong-Work FB to HB--ISR Deep Hook #3. Must be Alert to Backer Adjust. WRS--Late Comebacks Along the Sideline be Alert to: 24 - 25 Box DBL Comeback.

**HB - Check BKR -- Cross Route**

**FB - Free Release -- Cross Route**

**ISR - Inside Release -- Deep Hook (Possible Break-Read by G.P.) (Blitz Adj)**

WR - Split Normal -- Comeback Late--Must release outside VS Cleo/Bump (Blitz Adj).

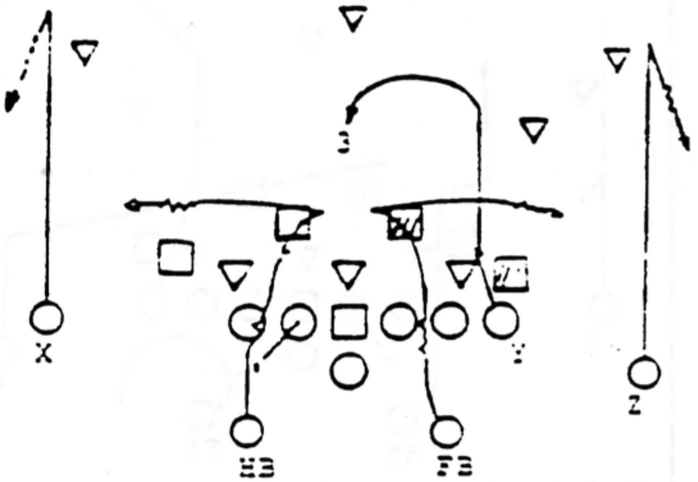
Slot - X Deep Hock--Y Release. Outside--Comeback

**Alert - 24 - 25 Box. HB Free Release**

Counter - 26 - 27 (24 - 25) Split DBL Comeback

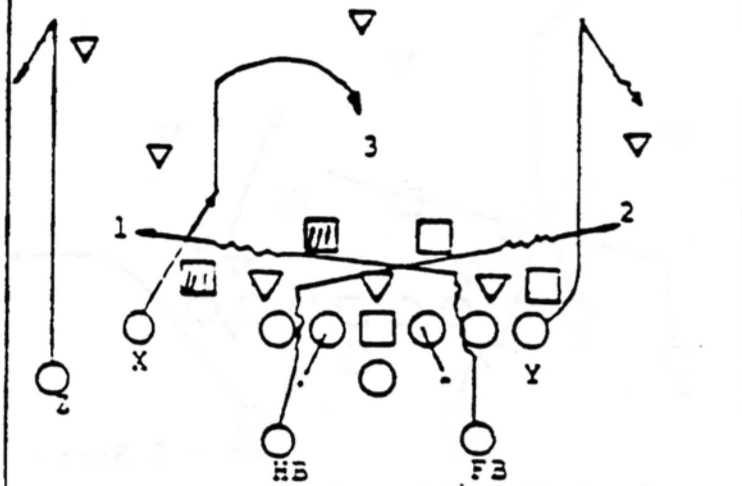
Variation - Receivers/Backs alert to Formation Changes.

Alert - Split

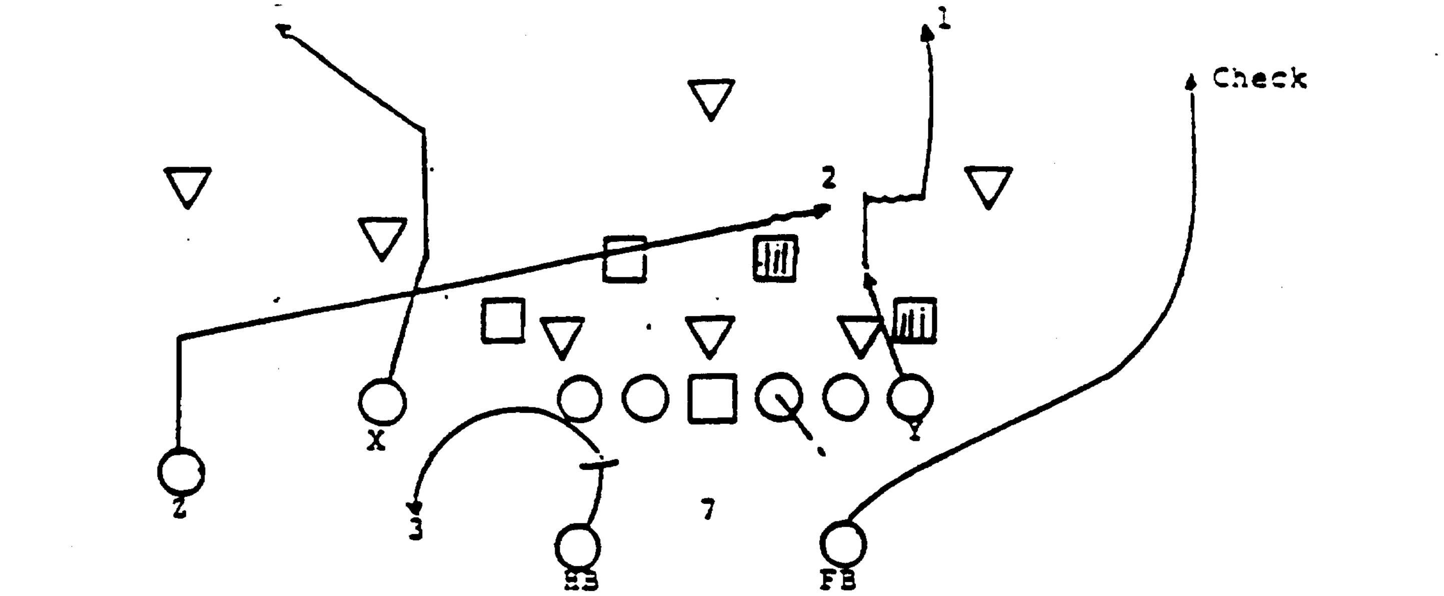



Red RT 26 Split DBL Comeback

Alert Slot (Possible 24 - 25)




Red RT Slot 24 Box DBL Comeback




Red RT Slot 26 Y Shake

Protection - Scat STG --- Primary Chk HB-Y #1. Outlets Z/HB

QB - 5 Steps. P.S.L. Cover Look (LBKR on Slot/Squat lock be alert to Cover 2). Be alert to JK Alignment -- Y and QB must Read the Defense and the Route.

HB - Check LBKR -- Slow Flat.

FB - Free Release -- Swing. Alert 2 BKRs (Blitz Adj)

Y - 2/2½ Yard Split. Pop release inside run a shake route -- Be alert for JK Middle (Blitz Adj).

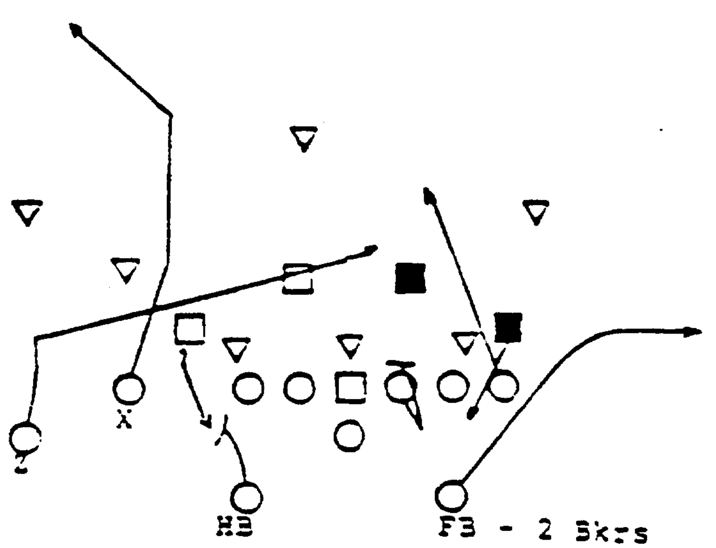
X - 6 Yard Split. Pop release inside. Flag Route (Blitz Adj).

Z - Outside Route Split. Under route (Blitz Adj)

Alert - Formation Variations.

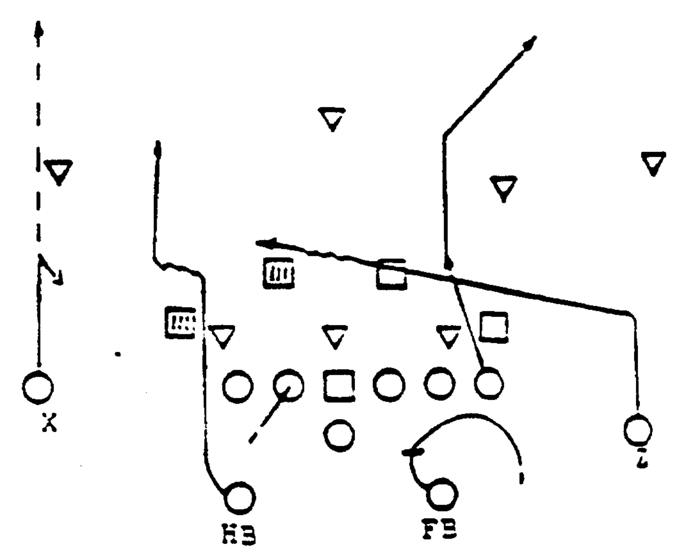
Variation - 24 - 25 HB Shake

Alert - 2 BKRs

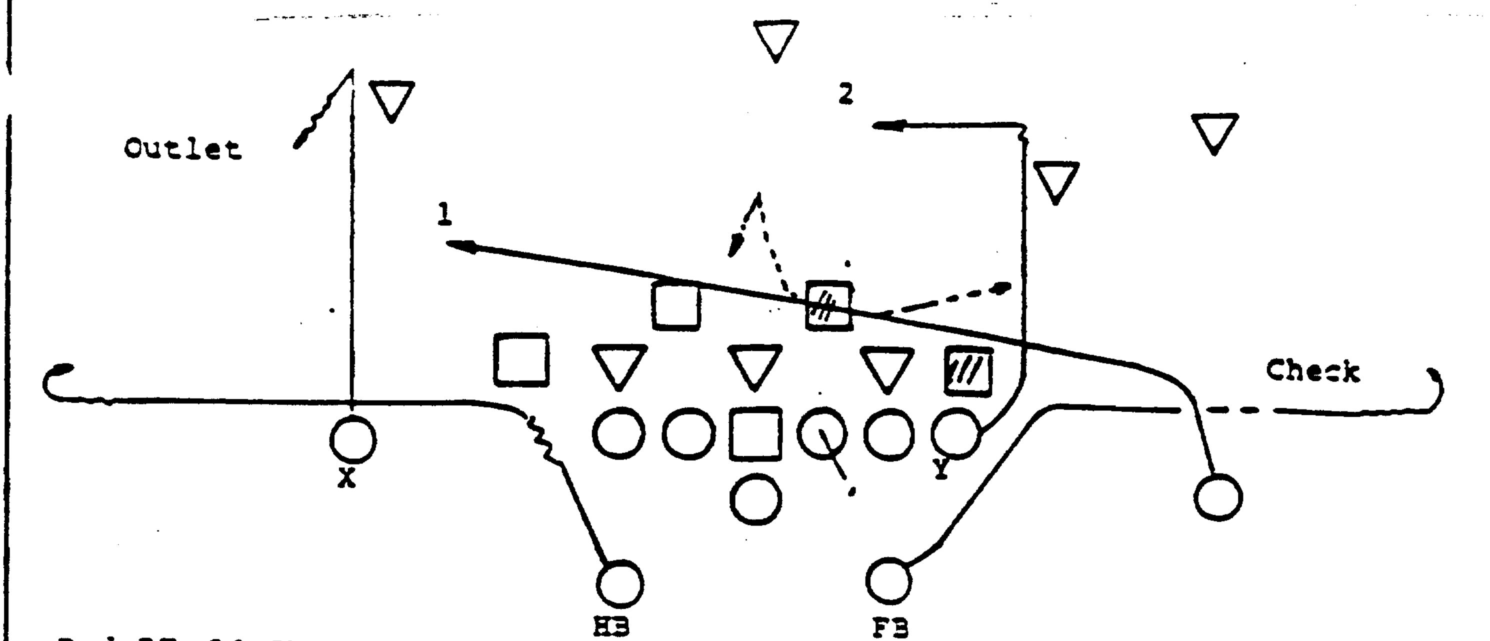



Red RT Slot 26 Y Shake

Alert 24 - 25 HB Shake




Red RT 24 HB Shake




Red RT 26 Shoot Z Drive

<u>Protection</u> - Scat STG --- Primary - Z/FB Outlets Y-X-HB.

QB - 5 Step. Basic: Want to Work the Drive--Use Center Route as outlet. Must check the Shoot--If clean-Take it.

HB - Drive at BKR - Cut. Not Contact run Shoot--Set on S.L.

FB - Free Release. Shoot route--No Ball Qk-Set on S.L.

ISR- Release outside--Center Route (Blitz Adj).

Z - Outside Route Split--Drive route (Blitz Adj)

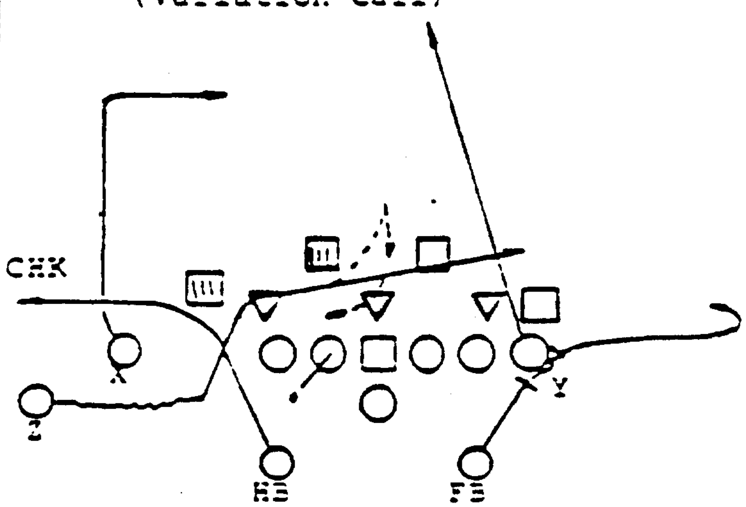
X - Normal Split--Comeback Late. Release outside VS Cleo/Bump. (Blitz Adj)

Alert + SR - Run Arrow Route when not involved in Drive Route.

Counter - Fake Drive/Zig

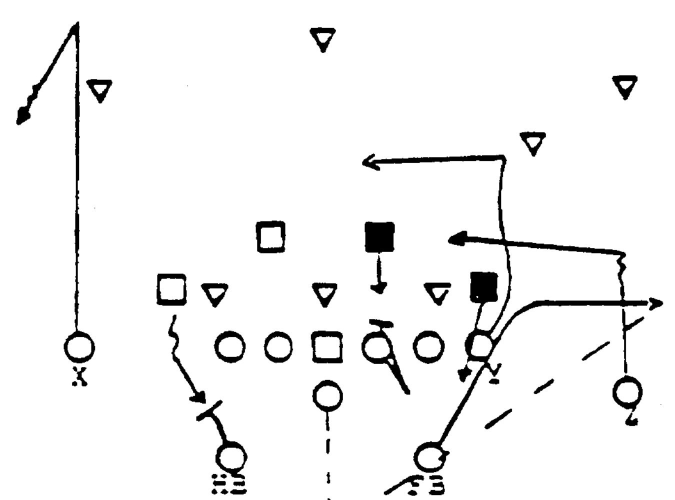
Variation - Slot 24 - 25 Shoot Z Drive

Alert-Slot Formation
(Variation Call)



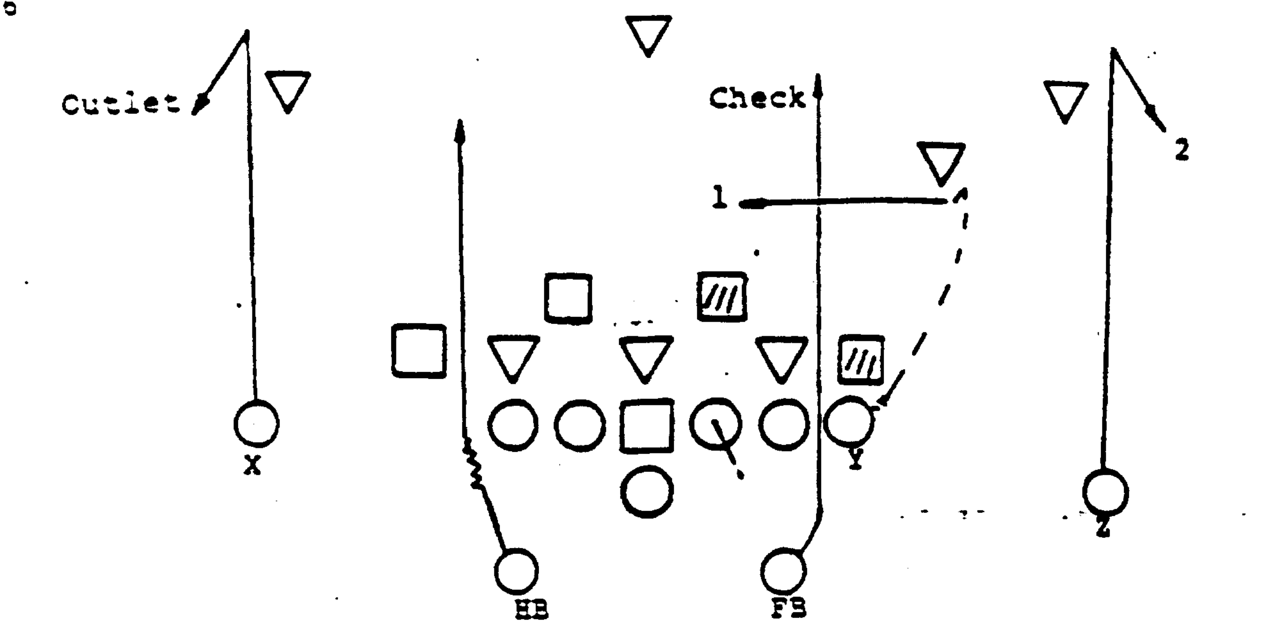

Red RT Slot Z Thru 24 Shoot Z Drive

Alert - 2 BKRs




Red RT 26 Shoot Z Drive

30-6




Red RT 26 Close Y Smash

Protection - Scat STG --- Primary-Smash Receiver. Outlets - WR/Comeback

QB - 7 Steps. Alert 30 2 BRKs/40 Stud. Basic: Check FB--Work
Y Smash (With Adjust) to Z Late Comeback

HB - Check BKR--Close

FB - Free Release--Close. Alert Ball QK VS 30 2 BKRs Same Side.

Y - 2/2½ yd. Split. Release outside--Smash (Adjust) (Blitz Adj)

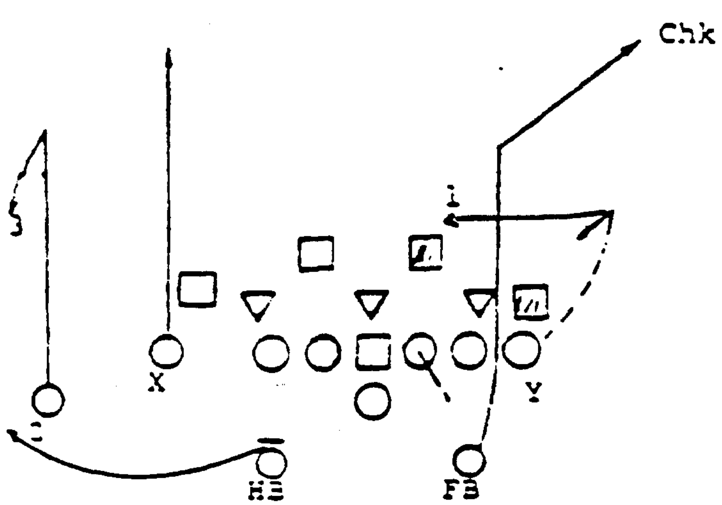
WR - Split Normal. Comeback Late (Blitz Adj)

Alert - Slot Y-Smash: X Clear -- Z Comeback.

Alert - Regular Z-Smash: Y Corner -- X Comeback.

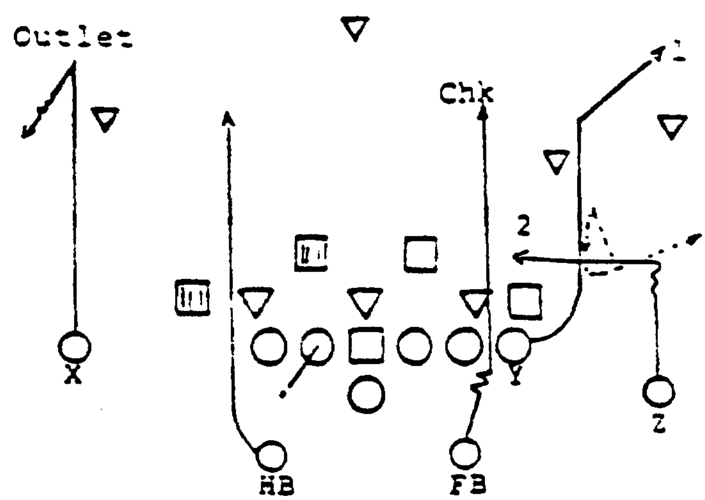
Counter - Fake Smash

Alert-Slot Formation




[illegible] Corner Y Smash

Alert Z Smash



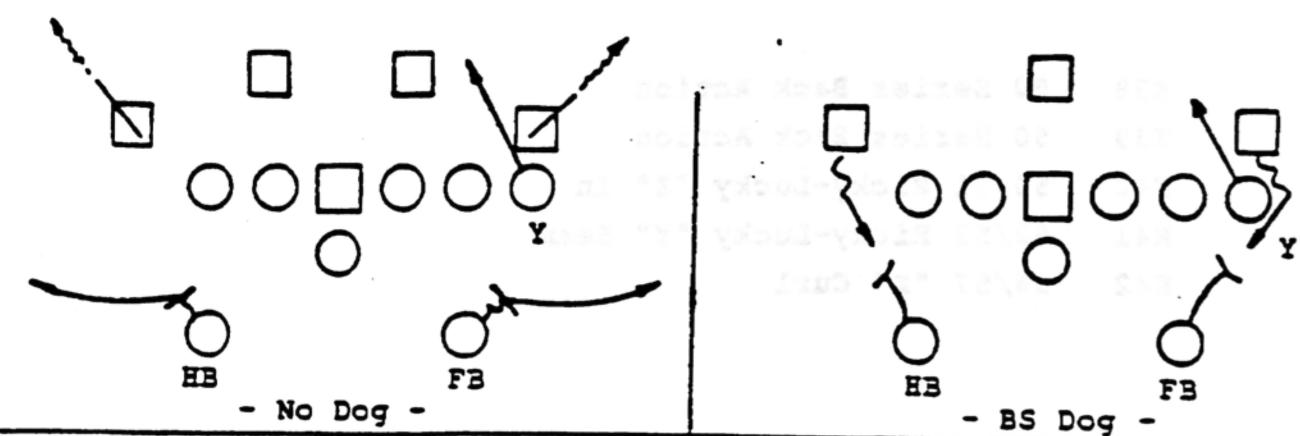

Red RT 26 Close Z Smash

SECTION "K"

Fifty Series Passes

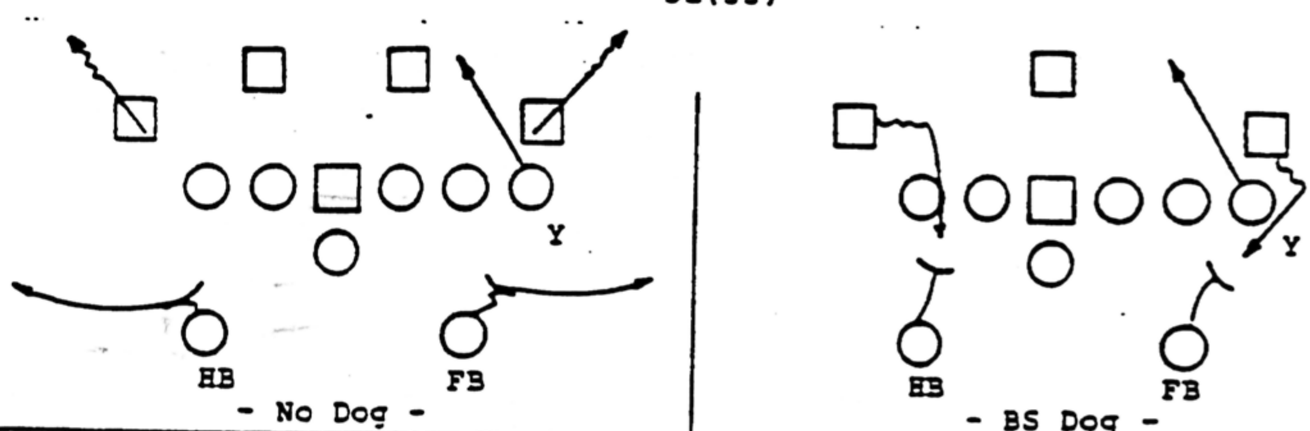
HB - Check BKR--Release
FB - Check BKR--Release
Y - Free Release
QB - Pocket (0/1) Protection

50(51)



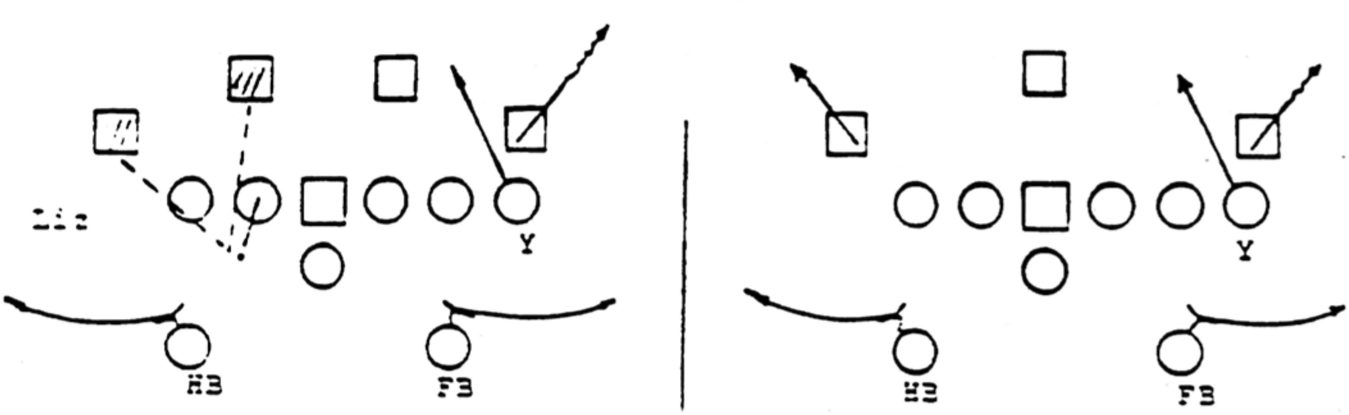

HB - Check BKR--Release
FB - Check BKR--Release
Y - Free Release
QB - Pocket (2/3) Protection

52(53)



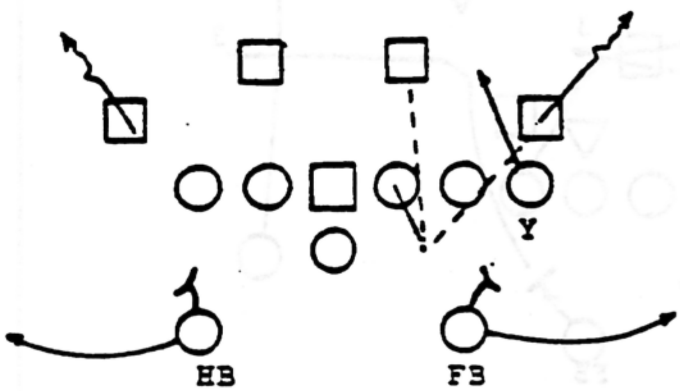

HB - Rip Liz with weak side Guard - Release
FB - Check BKR--Release
Y - Free Release
QB - Rip Liz Weak (54/55) Protection

54(55)

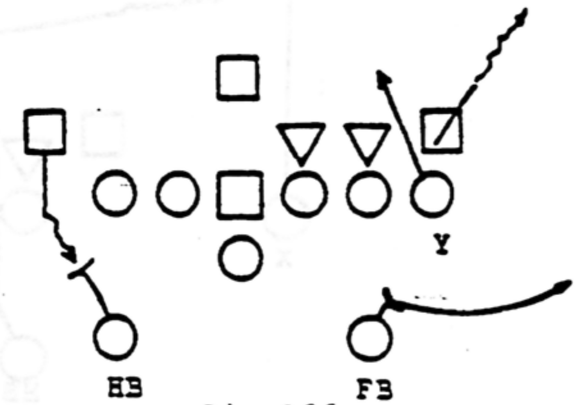


HB - Check BKR--Release
FB - Rip Liz with Strong Side Guard
Y - Free Release
QB - Rip Liz Strong (56/57) Protection

56(57



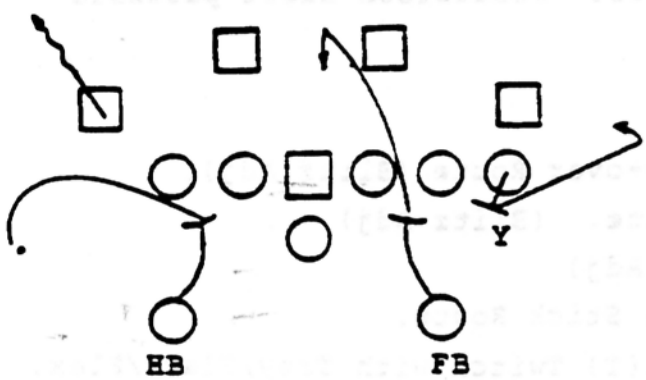

- No Dog -



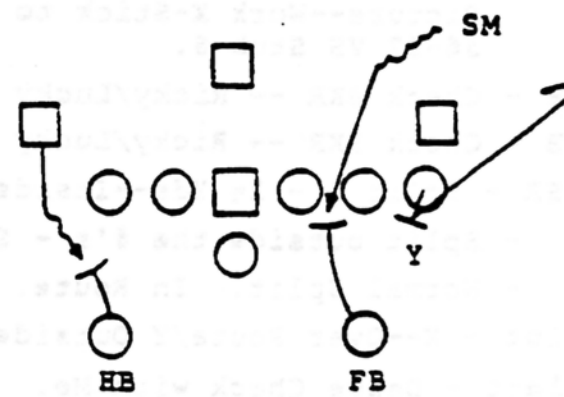

- Rip Off -

HB - Check BKR - Late Slow Flat
FB - Search for XTRA Rush--Late thru
Y - Check #3 rusher - Late - Late Drag

58(59)



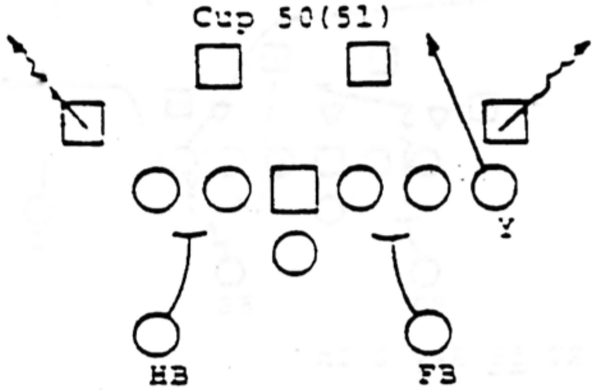

- No Dog Blitz -




HB - Check BKR--Stay/Search
FB - Check BKR--Stay/Search
Y - Free Release

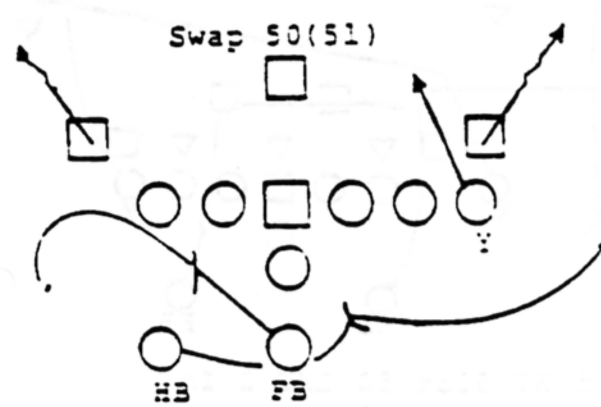
HB - Cross Check BKR--Wide
FB - Cross Check BKR--Slow Flat
Y - Free Release

Cup 50(51)

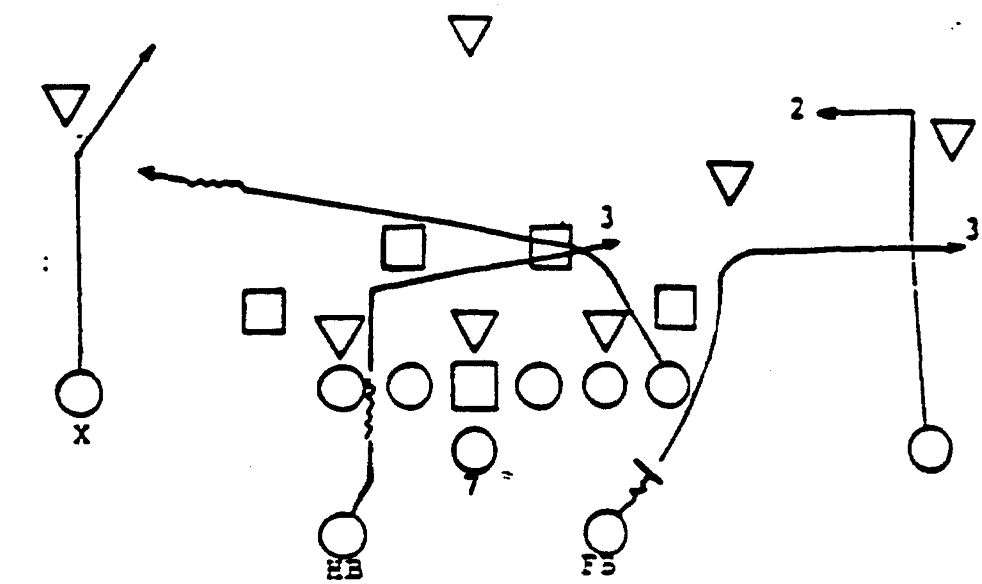



- Backs up Guard/Tackle Gaps -

Swap 50(51)




- No Dog -




Red RT 50 Rky Z In QB Alert 56-57/54-55

<u>Protection</u> - Pocket (Possible Rip-Liz Call)---Primary Y-Z. Outlets FB/HB.

QB - 7 Step (5 Step - X Stick) Baisc Progression: Check Y over -- if clean Y is #1. Y not clean work Z to Ricky/Lucky. Must hold JK on drop -- Ball completed to Z on Inside edge of #'s. VS Picture--Work X-Stick to Y Backs #3. Protection alert possible 56-57 VS Stub 6.

HB - Check BKR -- Ricky/Lucky

FB - Check BKR -- Ricky/Lucky

ISR - Split 2 - 2½ Yds--Inside release-over Route (Blitz Adj).

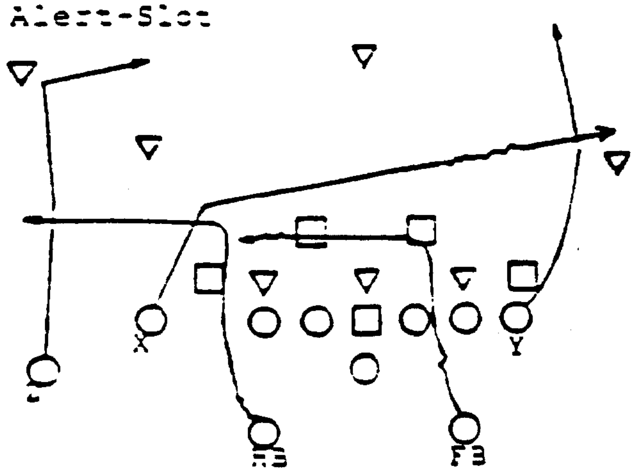
X - Split outside the #'s - Stick Route. (Blitz Adj)

Z - Normal Split. In Route. (Blitz Adj)

Slot - X--Over Route/Y Outside release Stick Route.

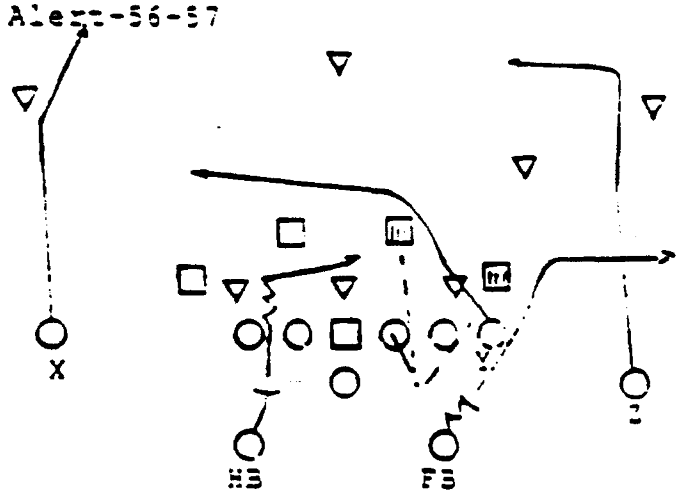
Alert - Deuce Check with Me. Possible(T) Twitch with Trey/Flank/Flex.
Counter - Scissors In/X Corner
Variation - 50-51 Bench Z In

Alert-Slot

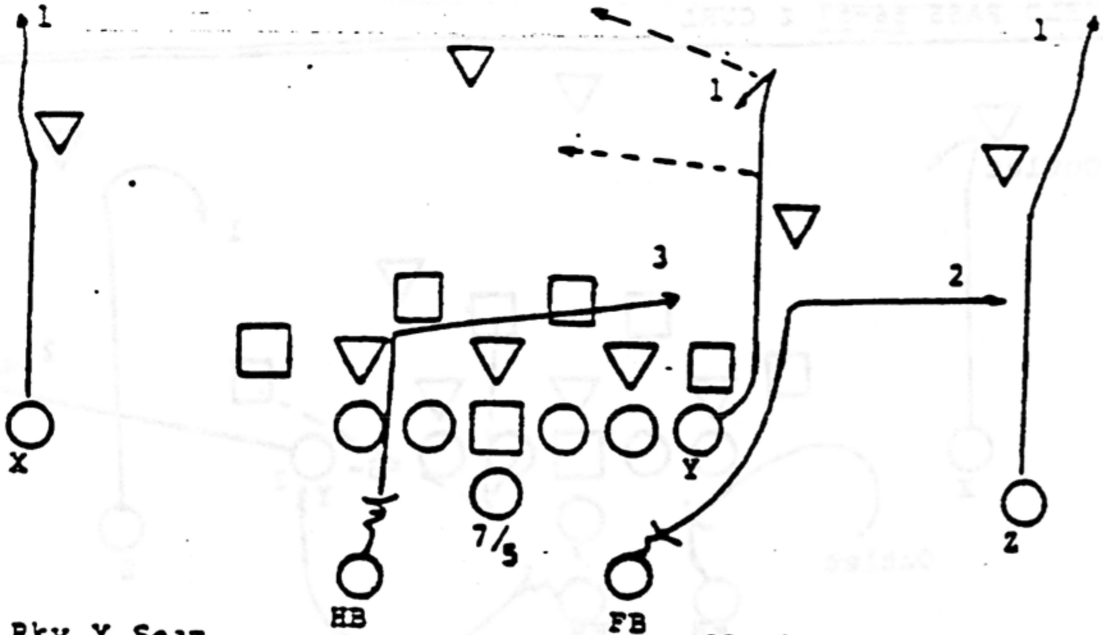



Red RT Slot 50 LKY Z In

Alert-56-57




Red RT <u>56</u> Rky Z In




Red RT 52 Rky Y Seam

QB Alert 56-57/54-55

Protection - Pocket (Possible Rip-Liz Call) Primary Y or WR. Outlets HB/FB.

QB - 7 Step VS Y Seam. 5 Step VS WR Go. P.S.L. Cover Lock -- If Cover can be determined before the Snap the QB can focus on a Single Receiver. If not distinct work Seam Route. Protection Alert--Call 56/57 (Rip Liz STG) VS Stub 6.

HB - Check BKR -- Ricky (Lucky)

FB - Check BKR -- Ricky (Lucky)

ISR - Split 2-3 Yards. Release outside -- Seam Route (Blitz Adj)

WR - Outside Route Split for Go Route. Alert Z Split Wider. (Blitz Adj)

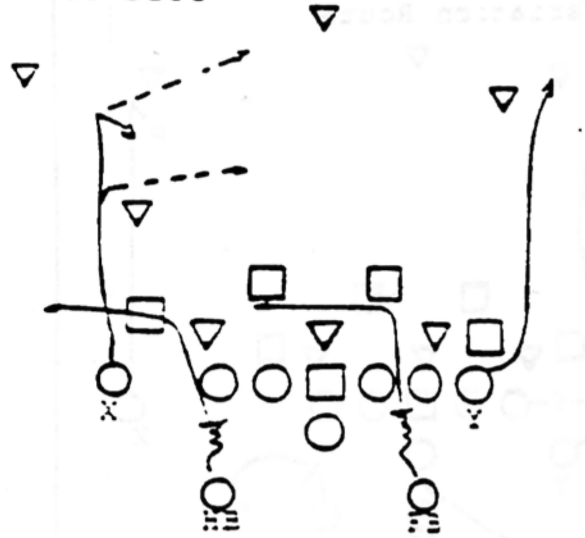
Slot - X Seam --Z Go--Y Outside Release Go.

Alert - Deuce Check with Me. Possible (T)Twitch with Trey/Flank/Flex.

Counter - Y Sail

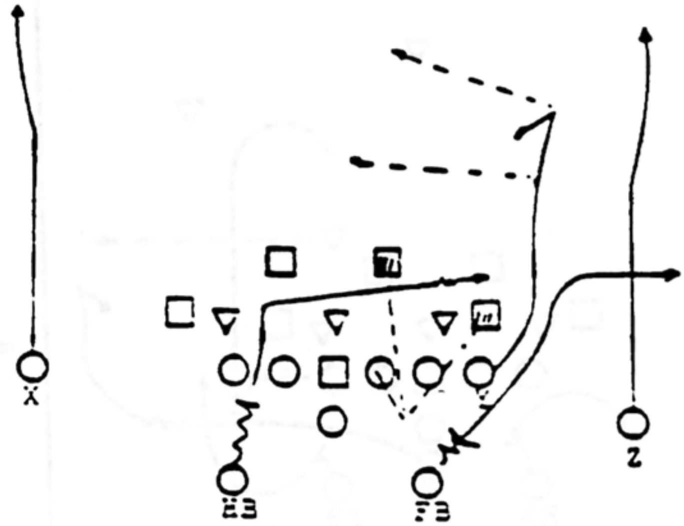
Variation - Box Call

Alert-Slot

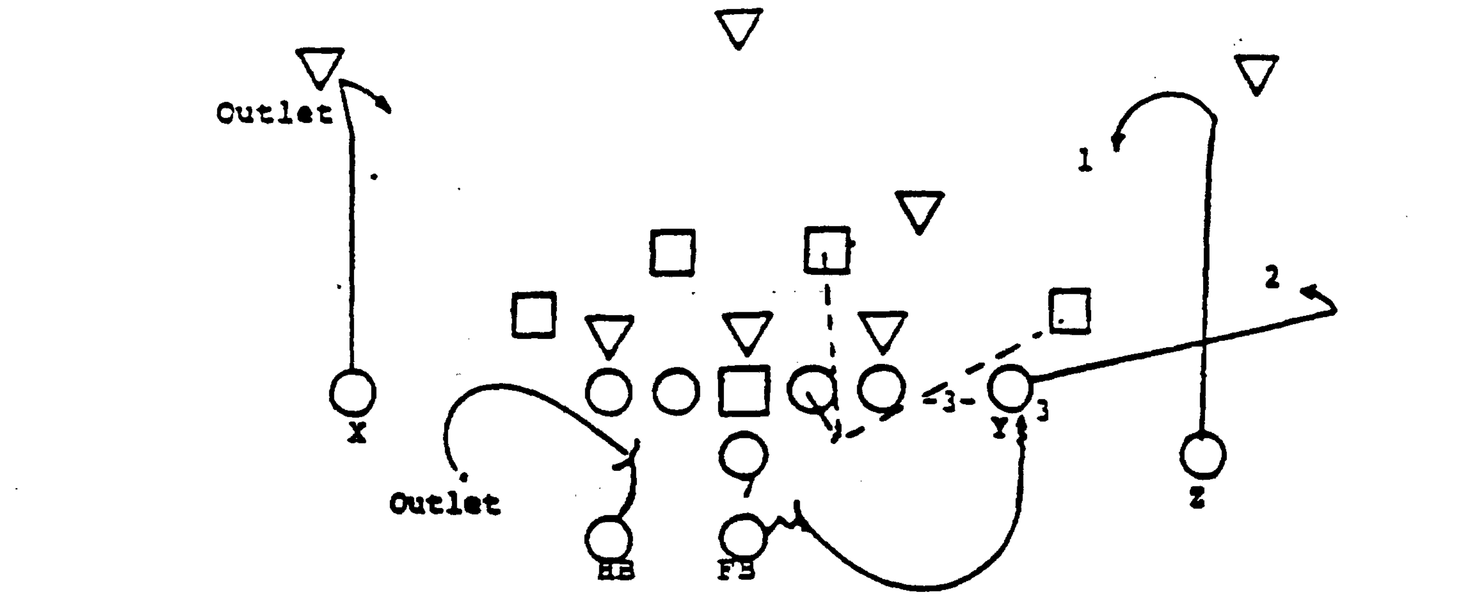



Red RT Slot 52 Lucky X Seam

Alert 56-57




Red RT 56 Rky Y Seam




Brown RT 56 Z Curl

Protection - Rip Liz STG --- Primary Z. Outlets Y/FB

QB - 7 Step Hitch. Basic Progression is Z Curl to Y Drag--FB M#3. If no coverage on Y Drag--Pivot throw to Y Quick. QB must have throwing lane to Z Curl.

HB - Check BKR -- Slow Flat

FB - Rip Liz Strong Side -- M Route.

Y - Split 3 Yards -- Drag. (Blitz Adj)

Z - Split Normal-Curl Route--Beat Sam Drop. Game Plan Split to Beat M BKR. (Blitz Adj)

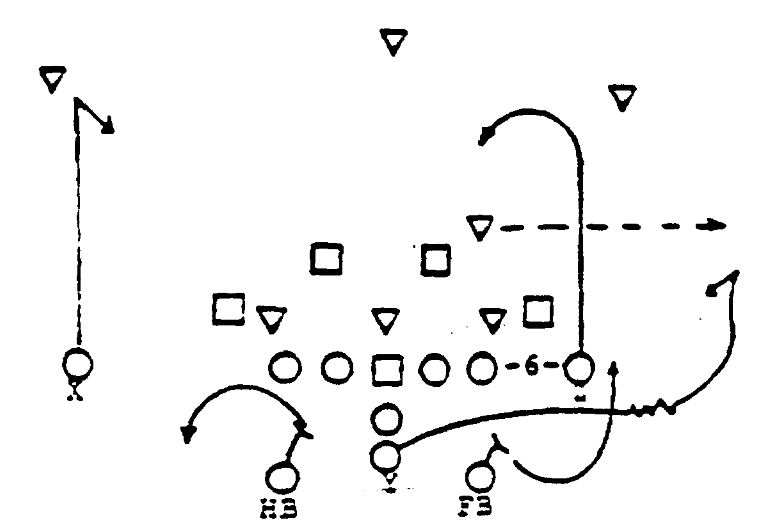
X - Split Normal-Curl Route--Stay Wide (Blitz Adj)

Alert - Slot Call--54-55 Z Curl.

Counter - Go/Comeback/Circle Out.

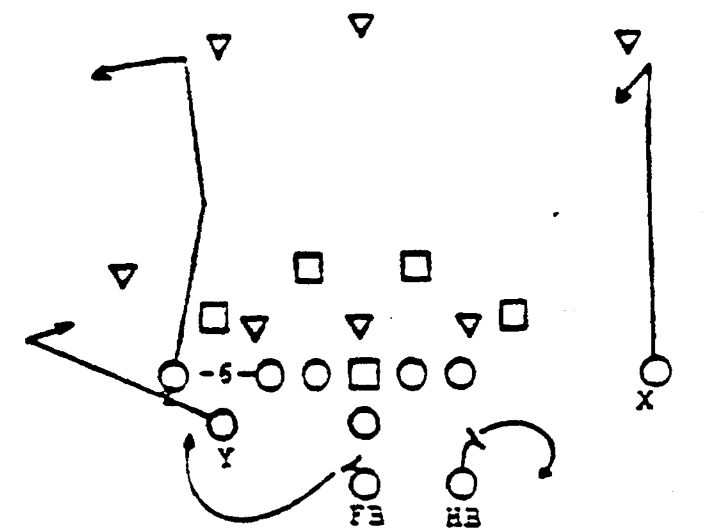
Variation - Formation/Motion--Backs/Receivers

Alert - Fly




Red RT Fly 56 Z Curl

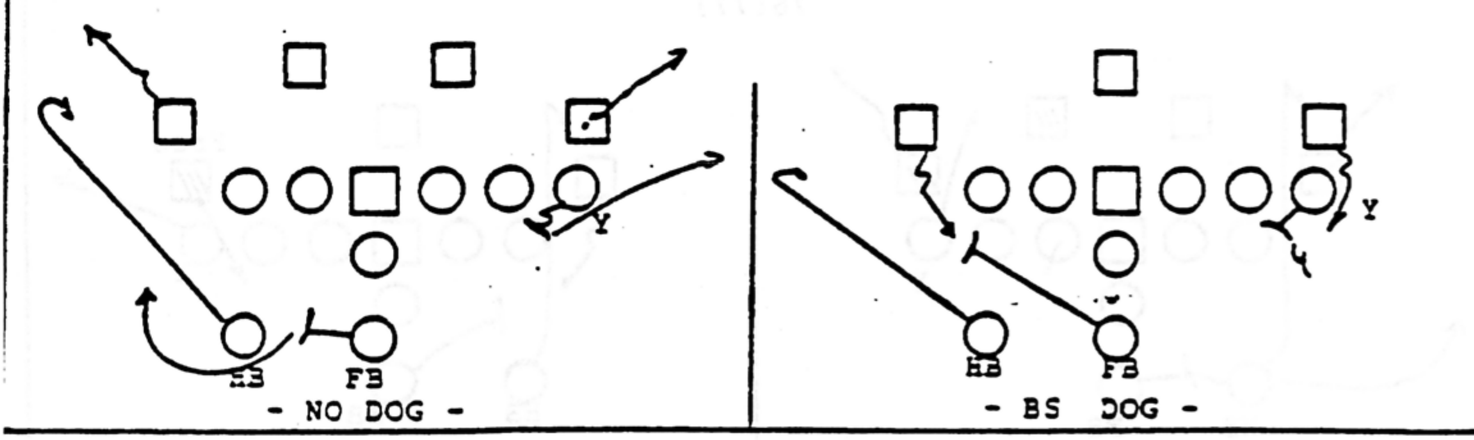
Alert - Variation Route




Brown LT Nasty 57 Z Circle-Out

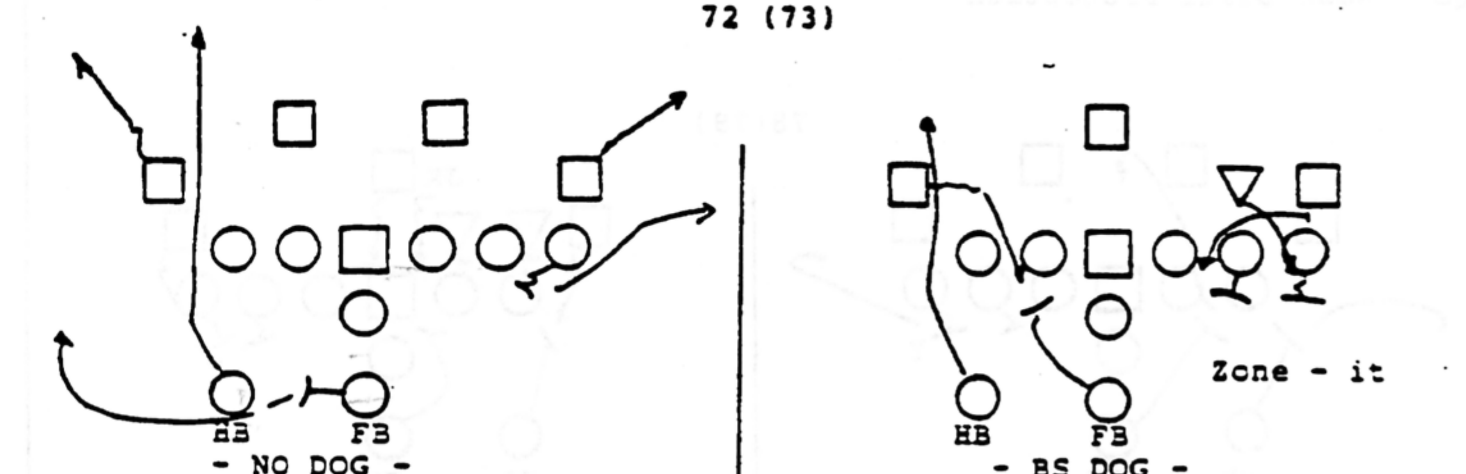
HB - Free Release
FB - Check BKR -- Release
Y - Check BKR -- Release
QB - Pocket (0/1) Protection

70 (71)



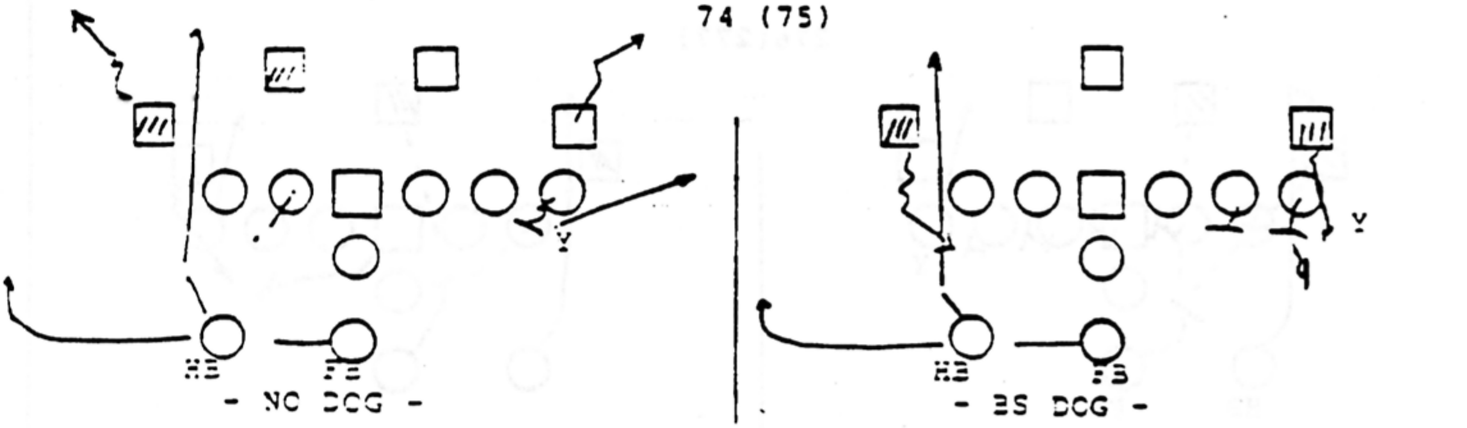

HB - Free Release
FB - Check BKR -- Release
Y - Check BKR -- Release
QB - Pocket (2/3) Protection

72 (73)



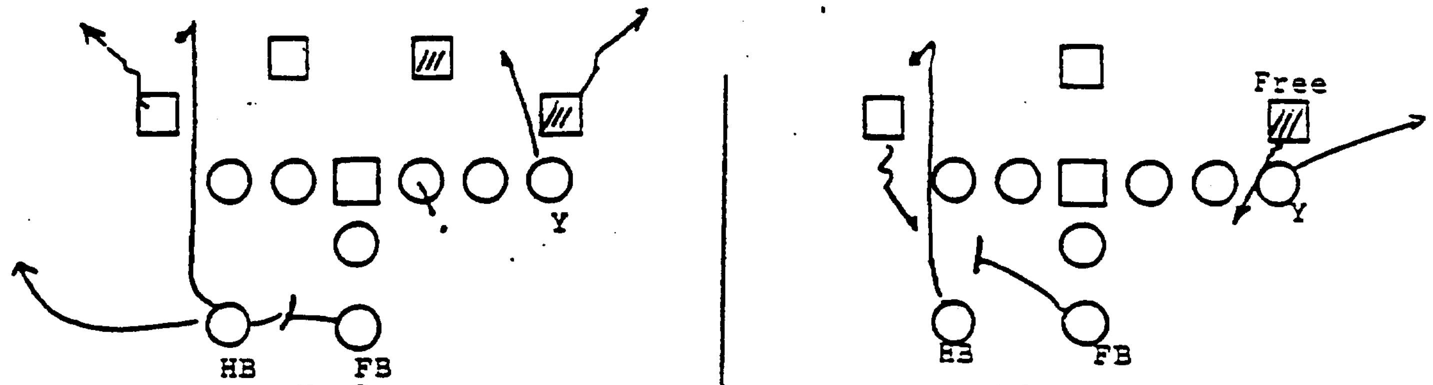

HB - Free Release
FB - Free Release -- Alert Ball Quick VS 30 BR/43B
Y - Check BKR -- Release
QB - Scat Weak (4/5) Protection

74 (75)



HB - Free Release
FB - Check BKR--Release
Y - Check BKR--Release--Alert Ball Quick vs 30 MS/43 S
QB - Scat Strong (617) Protection

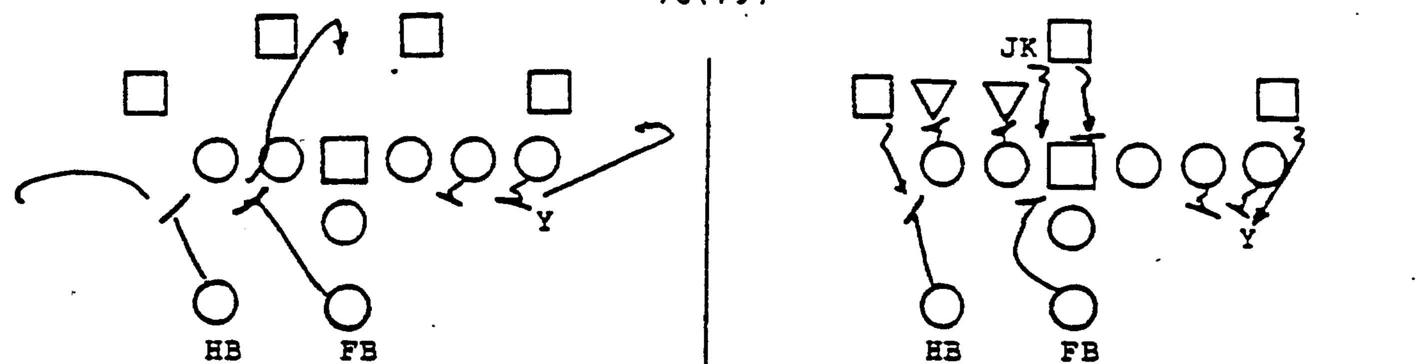
76(77)




- No Dog - - BS Dog -

HB - Check Outside Rusher-None There Slow Flat
FB - Check XTRS Rusher- None There Thru
Y - Check BKR-Drag
QB - Weak Blitz Protection

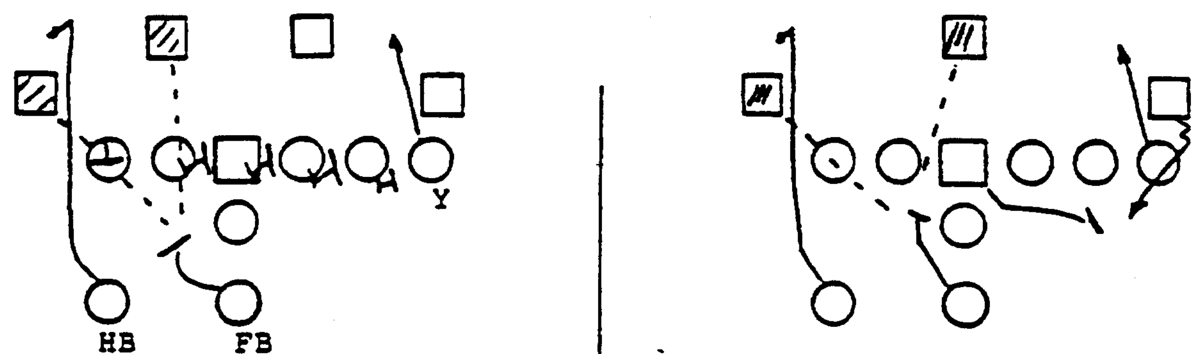
78(79)




- No Blitz - - JK M Blitz -

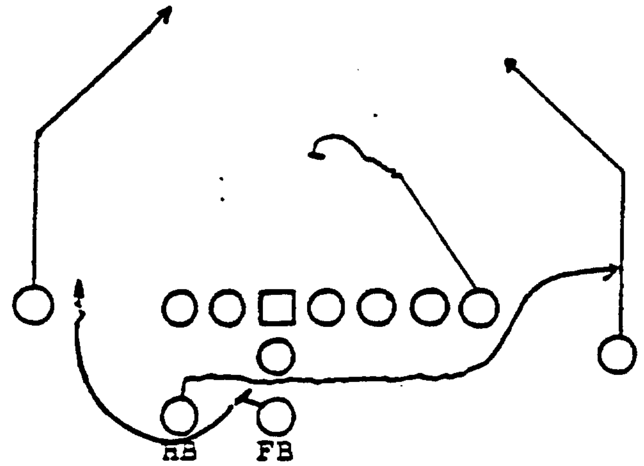
HB - Free Release
FB - Rush Pick up on Rover Buck--Release (Stay by Game Plan)
Y - Free Release
QB - Slide (200) Protection

276(277)

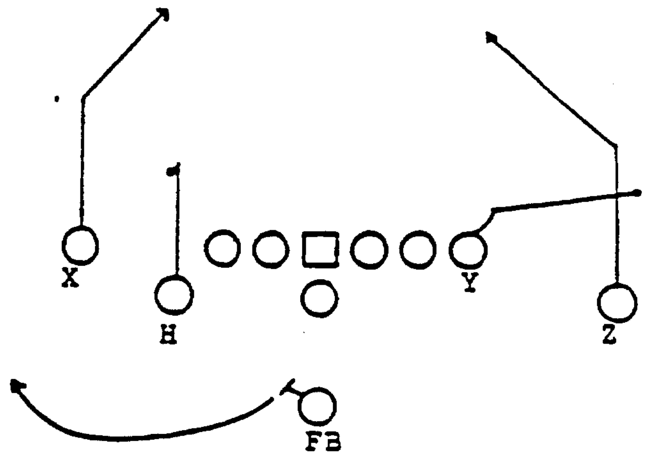



- No Dog - - S Dog -

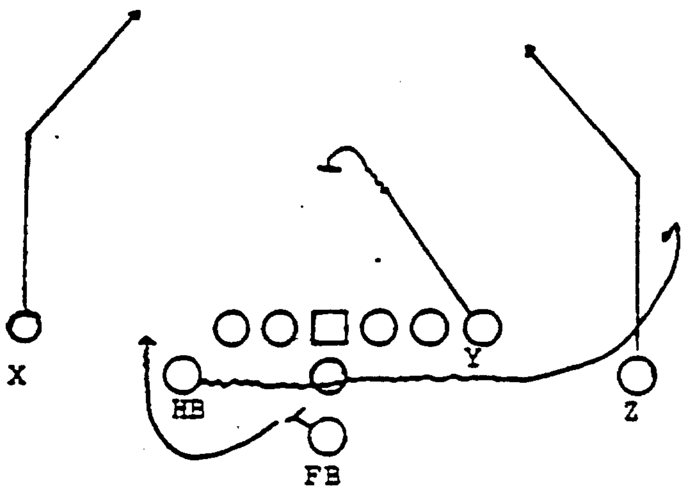
Brown RT A RT 176-Slant HB Shoot



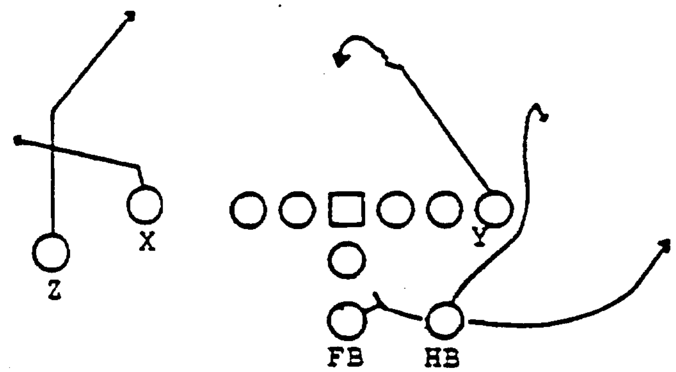

Deuce RT 176 - DBL Slant

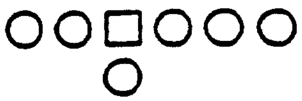



Trey RT FB Opposite 176 Slant H Drag



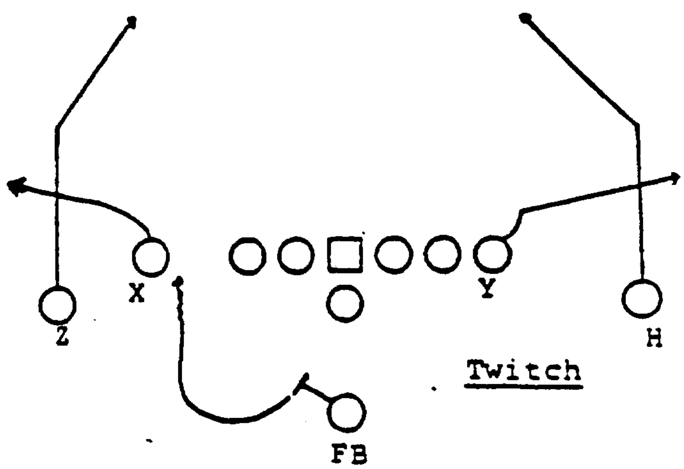

Alert - Blue RT Slot 184 DBL Slant

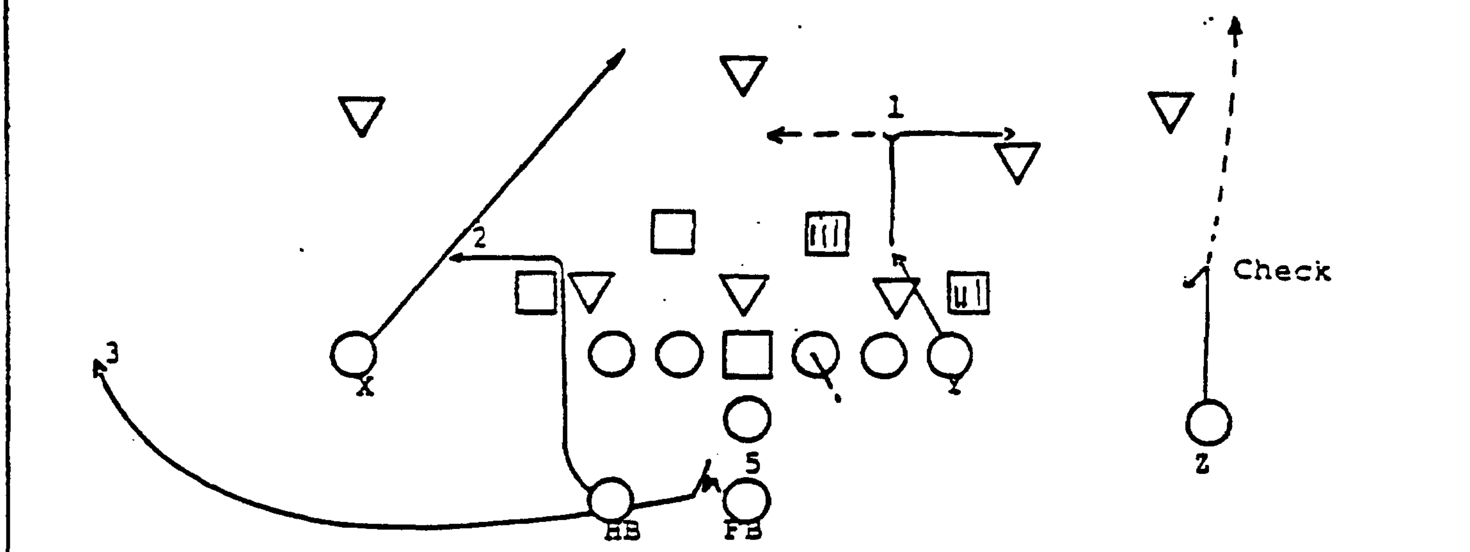


176 M DBL Slant

Flex






Brown RT 76Y Choice

QB Alert if Guard Covere

<u>Protection</u> - Scat STG...Primary Y - Outlets HB-FB

QB - 5 Step--Must P.S.L. Triangle--Key the Corner (Sam) Stub Bkr on the move. Basically check Rim (Hot)--Then work Y Choice to outlets.

HB - Free Release - Fan Route

FB - Check LBkr - Wide. Be alert to late throw - Blitzer

X - Outside Route Split - Arrow (Blitz Adj)

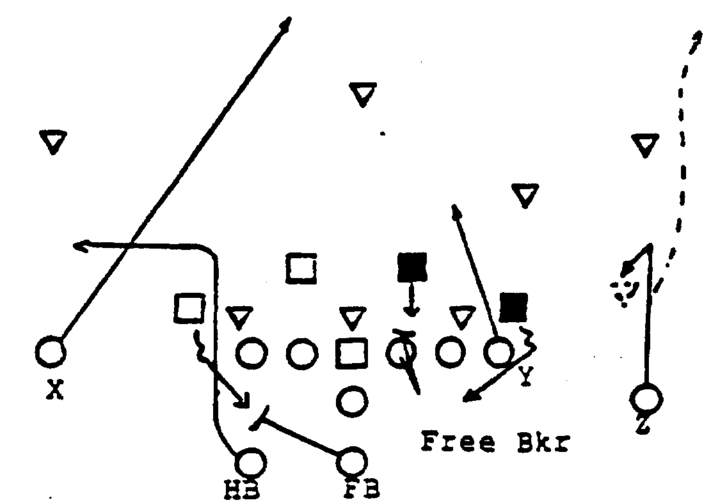
Z - Normal Split - Clear (Blitz Adj)--Possible Flat Call

Y - Split 1½ yards. Choice Route--Alert Pop. Be decisive (Blitz Adj)

Counter - None

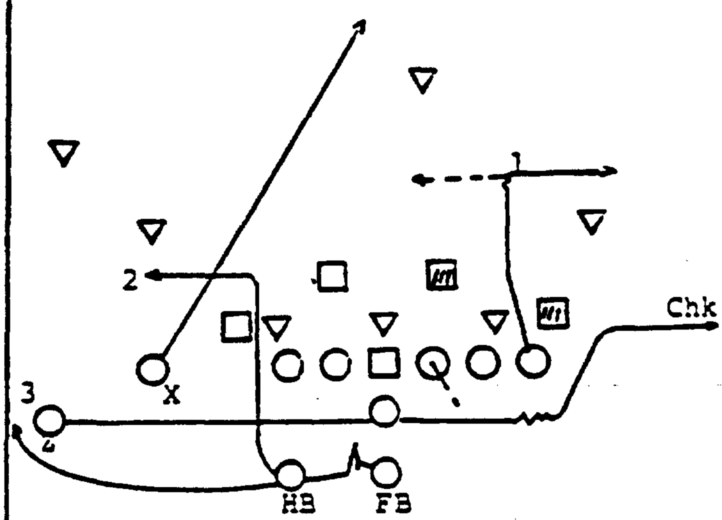
Variation - 76 Z Flat Y Choice

Alert 2 Bkrs

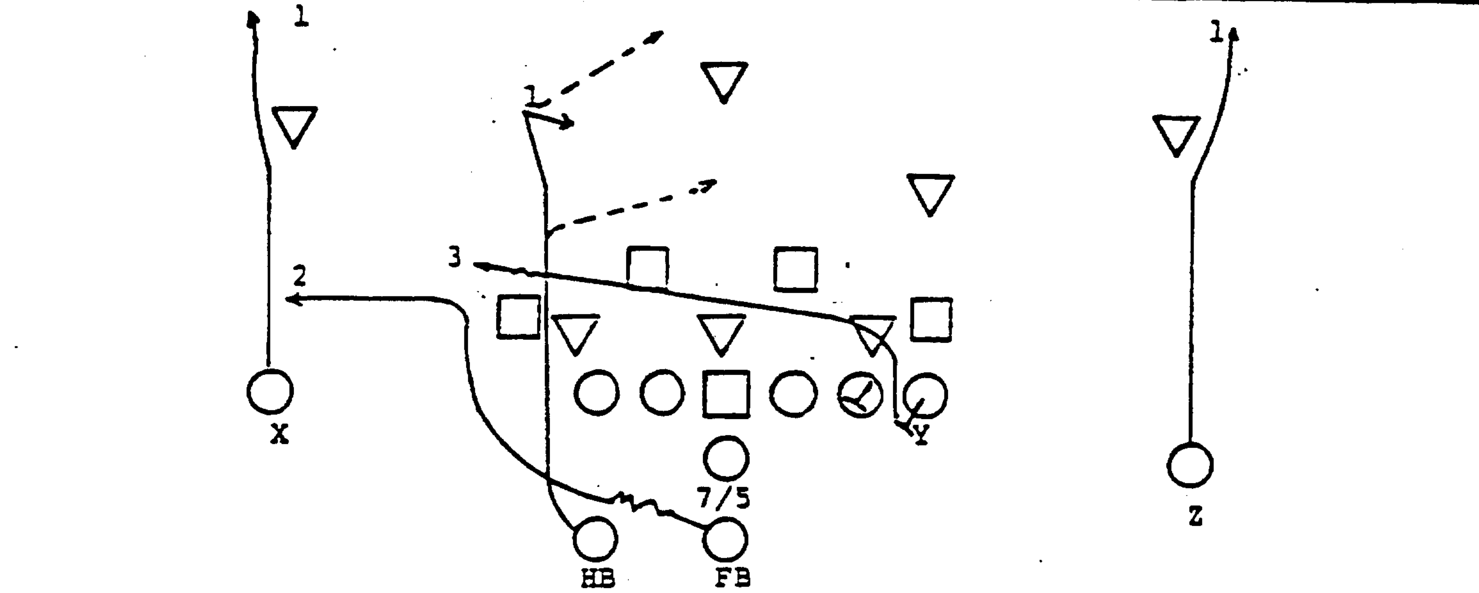



Brown RT 76 Y Choice

Alert Call




Brown RT Z Opp 76 Z Flat Y Choice




Brown RT 72 HB Seam Lky

QB Alert Rep Liz Call

Protection - Pocket (Possible Rep/Liz Call ) Primary HB/WR Out Lets FB/Y

QB - 7 Step vs. HB Seam. 5 Step vs. WR Go. P.S.L. Cover look--If cover can be determined before the snap the QB can focus on a single receiver. If not distinct work seam route. Protection alert--call Rip-Liz

HB - Free Release--Seam Route

FB - Check Bkr--Lky-Rky (alert Rip Liz Protection Call)

Y - Check Bkr--Lky Rky

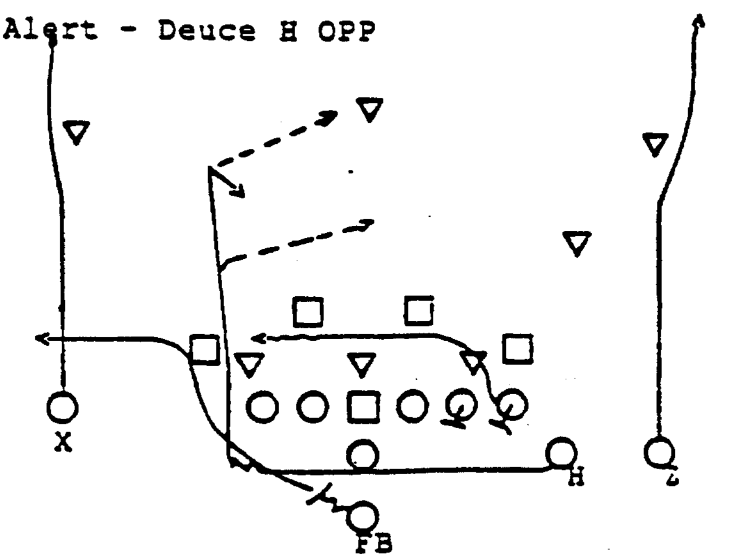
WR - outside route split for Go Route. Alert X split wider (Blitz adj.)

Alert - Formation variations

Counter - Y Sail

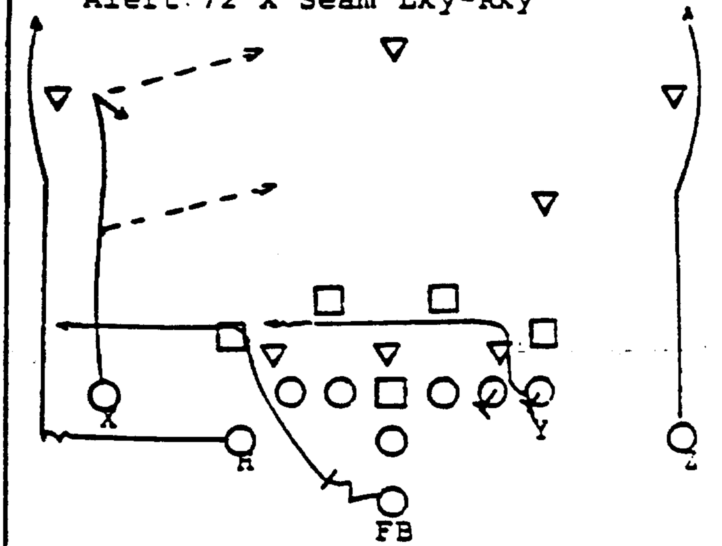
Variation - X Seam

Alert - Deuce H OPP

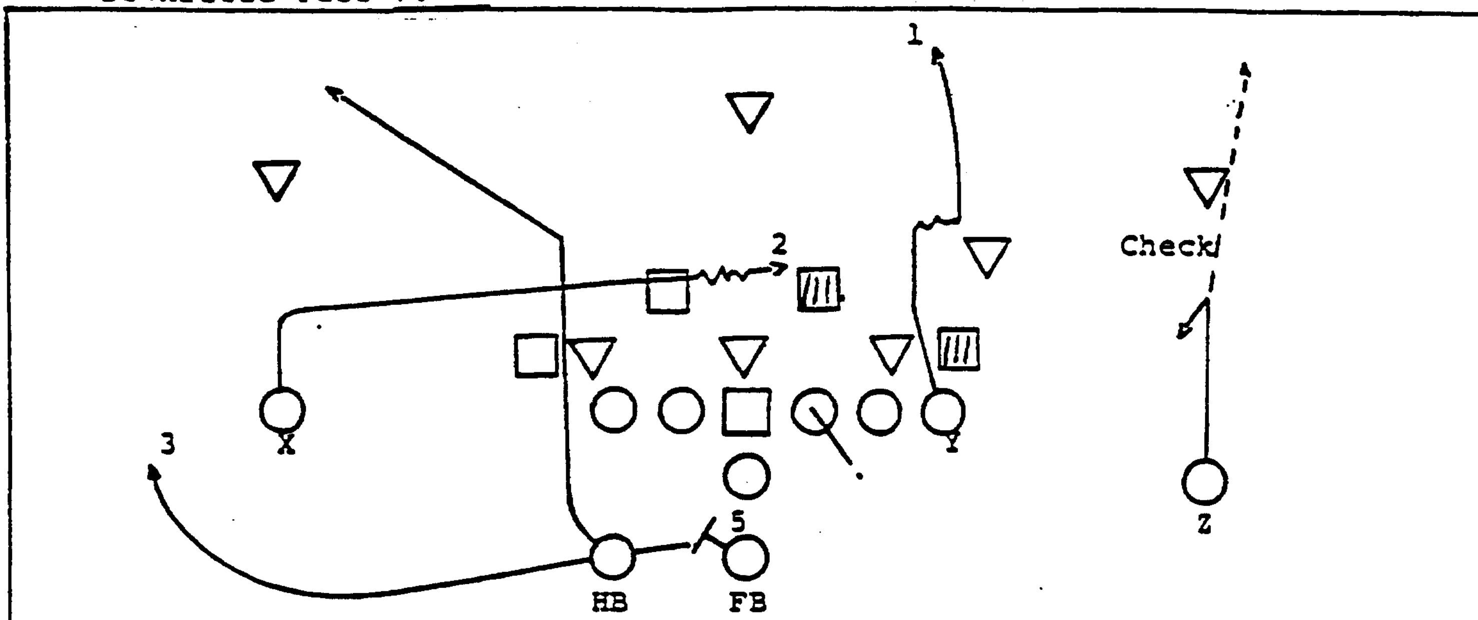



Deuce RT H OPP 72 H Seam Lky

Alert 72 X Seam Lky-Rky




Deuce RT H Peel 72 X Seam Lky




Brown RT 76 Y Shake

Protection - Scat STG...Primary - Check Z/Y. Outlets X/FB

QB - 5 Steps. P.S.L. Cover Look--Be alert to Jk/SM Alignment.
Y And HB Must read the defense and the route.

HB - Free Release--Flag

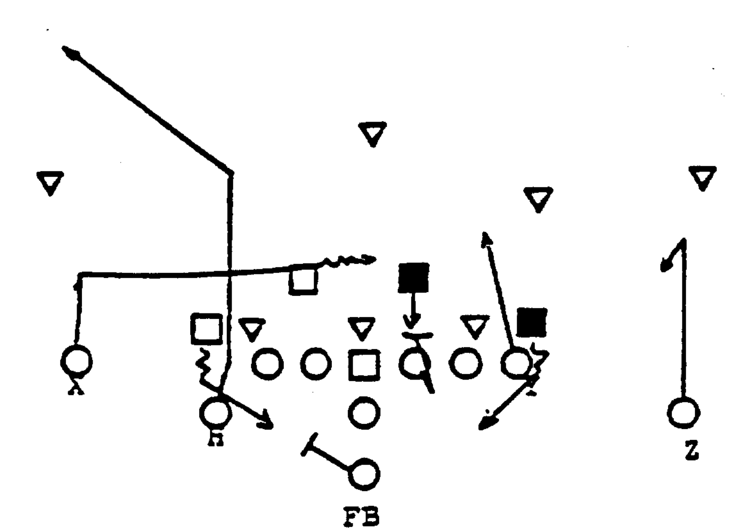
FB - Check Lbkr--Wide

Y - 2/2½ yard split Pop release inside run a shake route-- be alert for Jk middle (Blitz adj)

X - Outside route split. Under route (Blitz Adj)

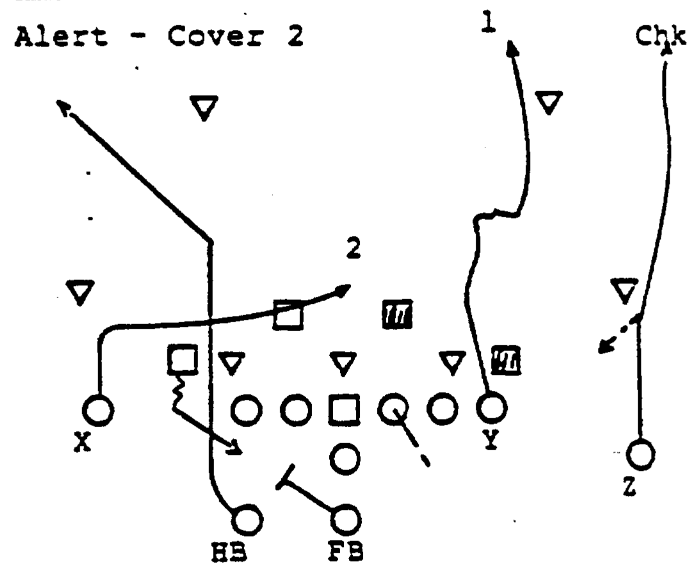
Z - Normal Split. Rim route - 2 Bkrs (Blitz Adj)

Alert - 2 Bkrs



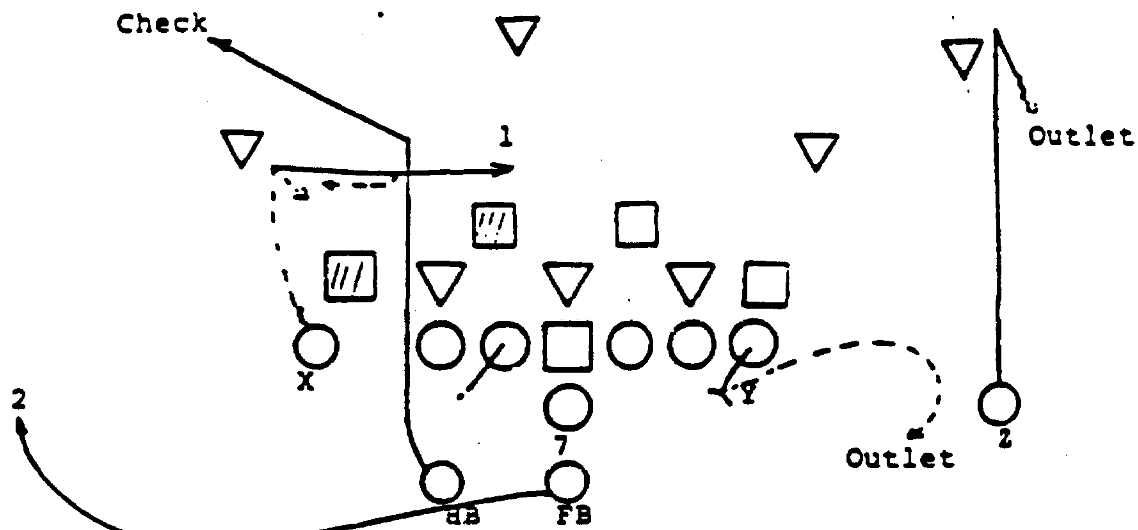

Deuce RT 76 Y Shake

Alert - Cover 2




Brown RT 76 Y Shake

30-6




Brown RT 74 HB Corner X Smash

Protection Scat Wk...Primary - X(Check HB)..Outlets FB/Y/Z.

QB - 7 Step (5 Step vs 30--2 Bkrs/40 Buck) ) Basic: Check HB Corner--Work X Smash to FB #2.

HB - Free Release--Corner. No Adjust

FB - Free Release--Wide. Alert Ball Qk vs 30 2 Bkrs/40 Buck.

Y - Check Bkr-- Slow Flat.

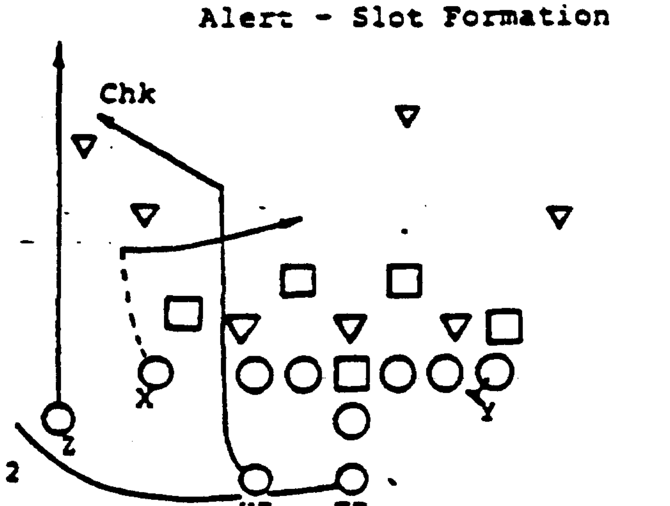
X - Split 6 Yds - Smash route with Adjust (Blitz Adj).

Z - Split Normal - Comeback Late. Release outside VS Cleo/Bump.(Blitz Adj)

Alert - Slot Formation--Z Clear

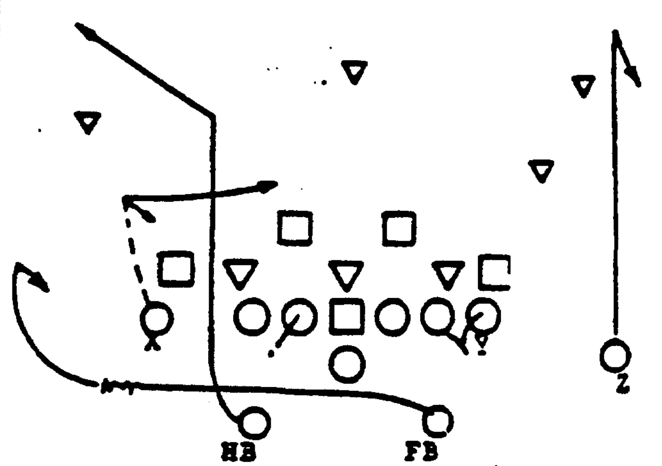
Variations - Back in motion--Drag.

Alert - Slot Formation




Brown RT Slot 74 HB Corner X Smash

Alert - Back Motion



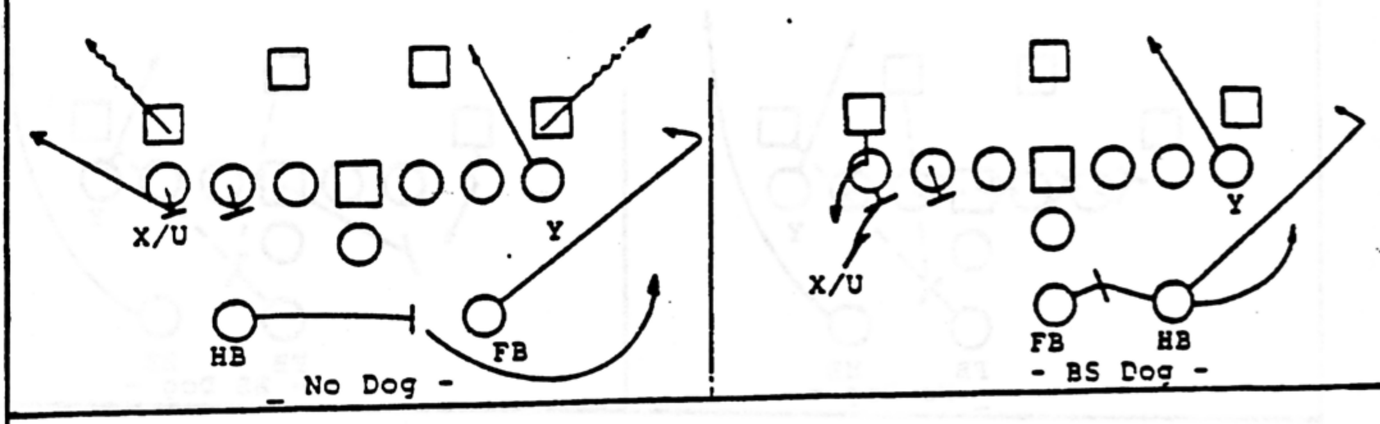

Red RT C LT 74 HB Corner X Smash

# SECTION "K"

## 80 Series Passes

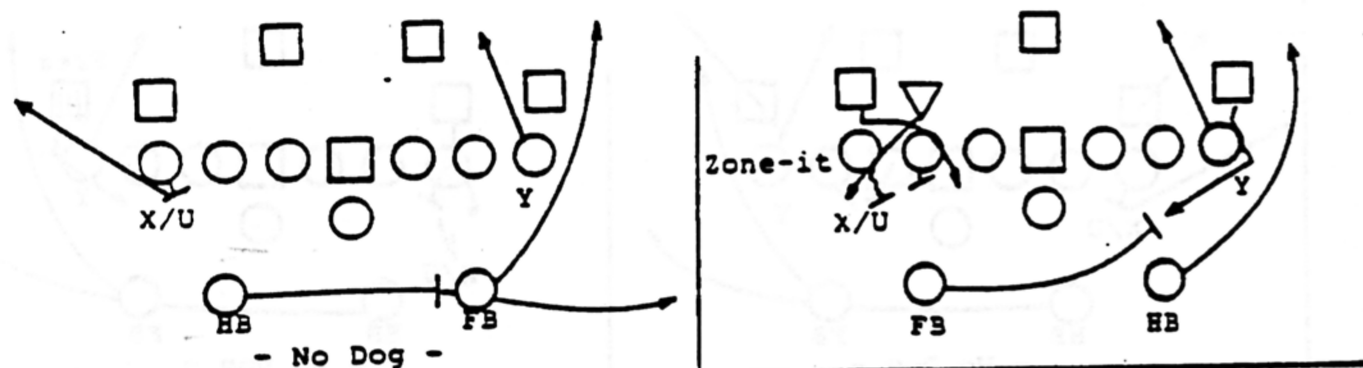
FB - Free Release--Alert Change-Check Stub BKR-Release
HB - Check Stub Bkr--Release--Alert Change--Free Release
Y - Free Release
U/X TIGHT - Check Buck-Release
QB - Pocket (0/1) Protection

80(81)



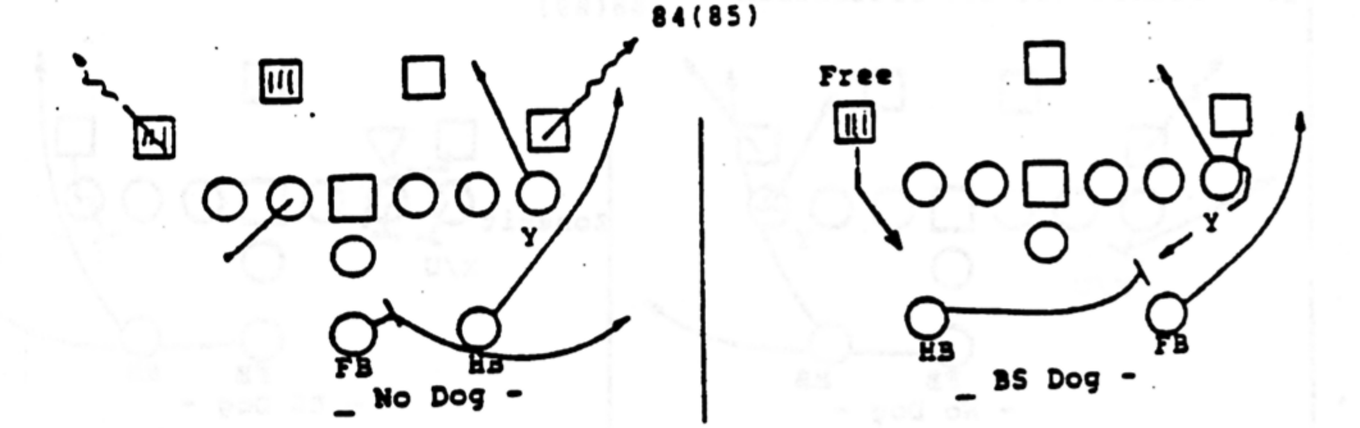

FB - Free Release
HB - Check Stub BKR--Release
Y - Free Release
U/X TIGHT - Check Buck--Release
QB - Pocket (2/3) Protection

82(83)




HB - Free Release
FB - Check Stub Release
Y - Free Release
QB - Scat Weak (4/5) Protection. Alert 2 BKRS Same Side--30 BR/43B

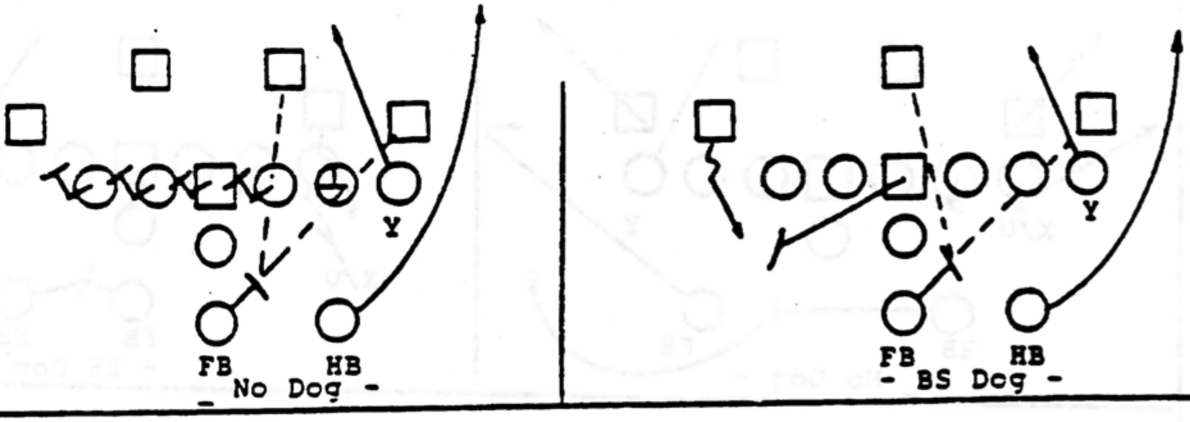
84(85)



## 80 SERIES BACK ACTION

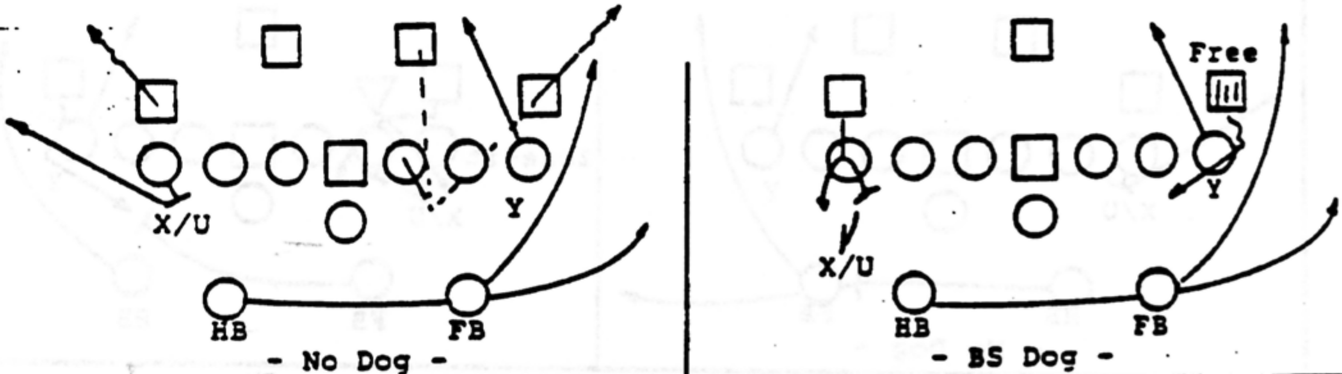
HB - Free Release
FB - Dual Pick Up on Mike-Stub--Release
Y - Free Release
QB - Slide (200) Protection

284(285)



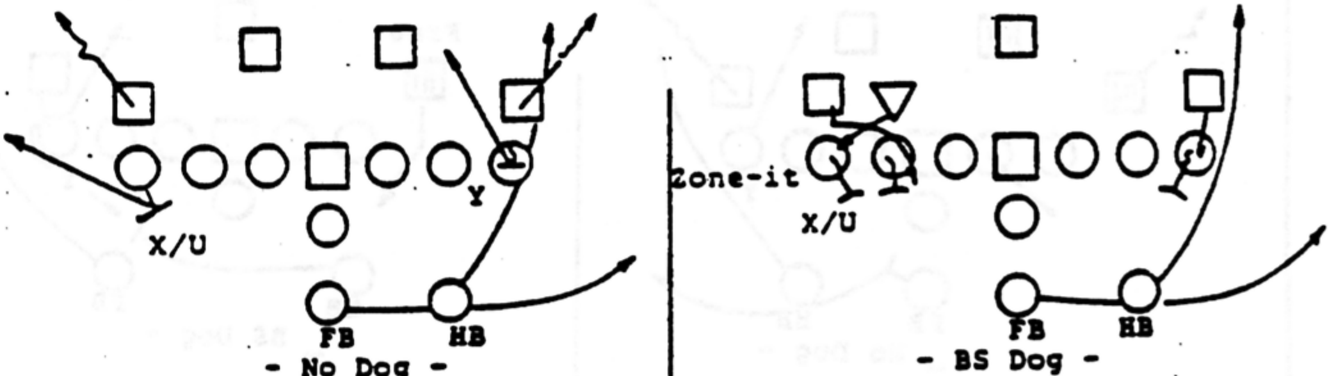

FB - Free Release
HB - Free Release
Y - Free Release
U/X TIGHT - Check Buck--Release
QB - Scat Strong (617) Protection

86(87)

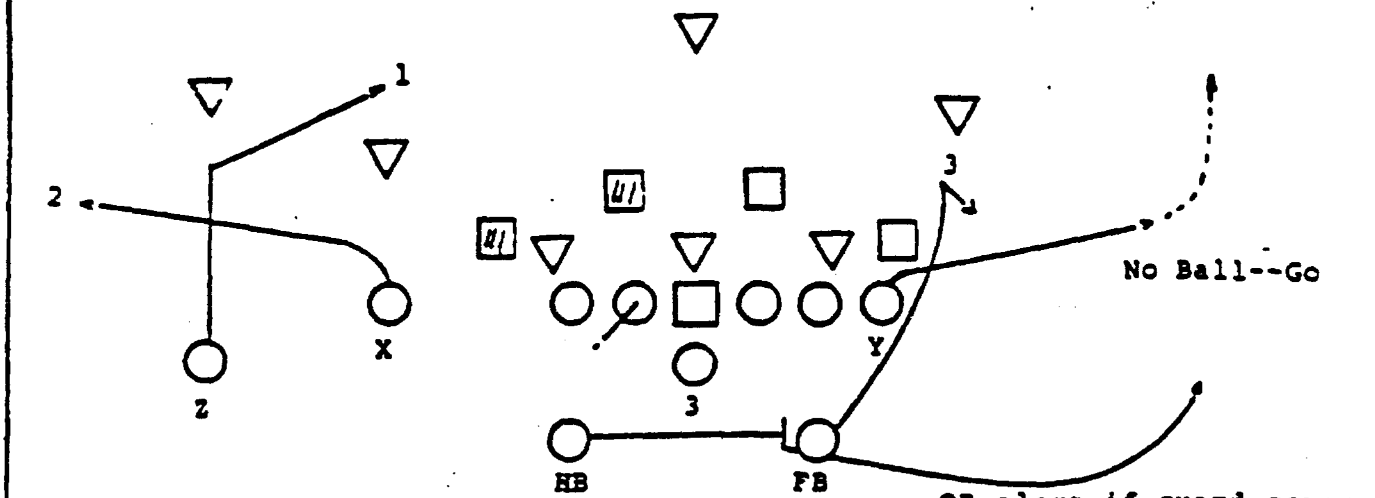



HB - Free Release
FB - Free Release
Y - Check BKR--Release
U/X TIGHT - Check BKR - Drag
QB - Pocket (88-89) Protection

88(89)



Quick Pass 184-185 DBL Slant (S. nt)




Red Rt Slot 184 DBL Slant

QB alert if guard covered

Protection - Scat Wk...Primary Z-X Combo. Outlest - Backs

QB - 3 Step. Timed Pattern--Must have throwing lane to Z-Work X-Z Combo to FB/HB.

HB - Check LBkr - Wide Be alert to late throw - Blitzer

FB - Free Release - Qk Hook

ISR - Release outside - shoot route. Alert LBkr Dogs (Blitz Adj) TE in Slot--Shoot route. No Ball--Go.

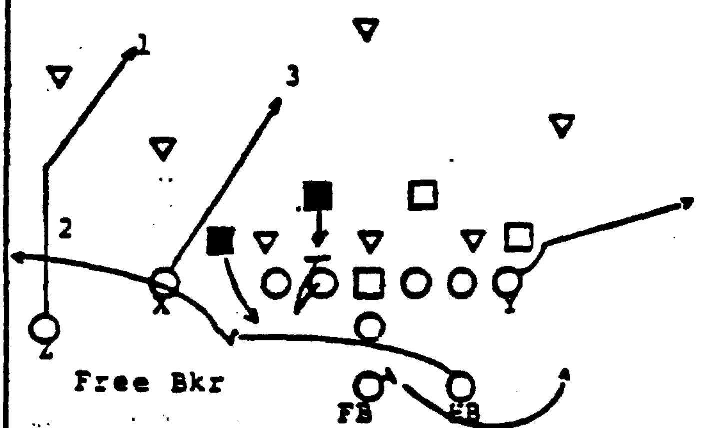
WR - Normal Split - Slant route (Blitz Adj)

Alert - When Backfield Motion Remaining Back Runs an M Route.

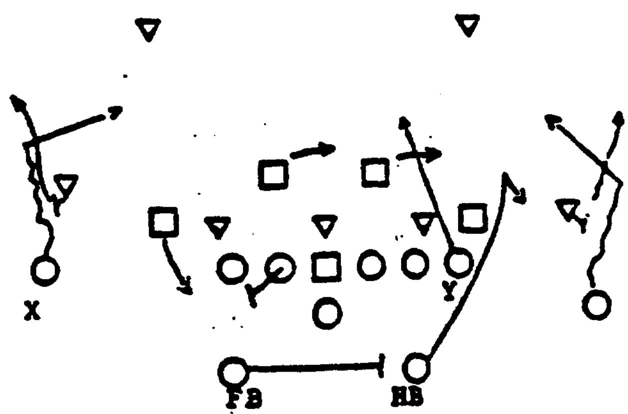
Counter - Slant corner/Fake Slant

Variation - A/C motion FB Drag/Shoot

Alert - 2 Bkrs

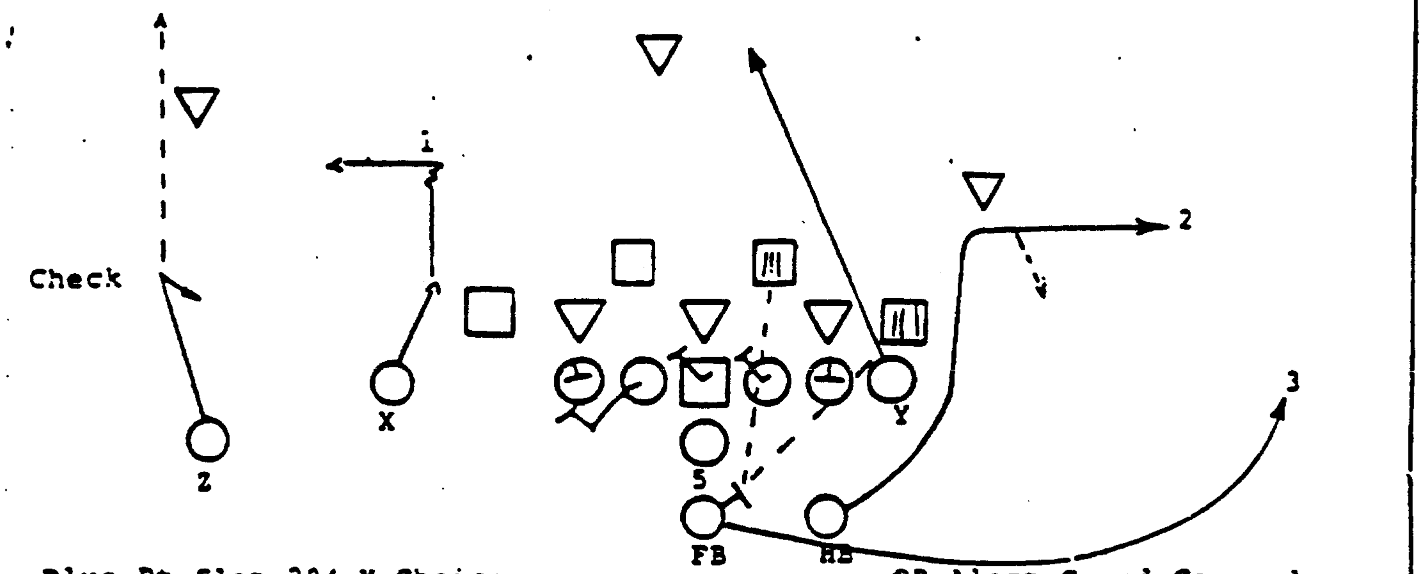



Blue RT Slot C LT 184 Slant HB Shoot




Change RT 184 Slant

BALL CONTROL PASS 284(285) X Choice




Blue Rt Slot 284 X Choice QB Alert Guard Covered

Protection - Slide Wk...Primary X. Outlets HB/FB

Qb - 5 step--Must P.S.L. The Triangle--Key the Corner (Sam) Buck Backer on the Move. Basically Check Rim the Work X Choice to Outlets #2/3. Alert X Pop VS Mac Dog.

HB - Free Release--Fan (Alert HB Motion--Rim)

FB - Dual Check--Wide (Alert FB Motion--Rim)

X - Split 3/5 yards. Choice Route--Alert Pop. Be Decisive (Blitz Adj)

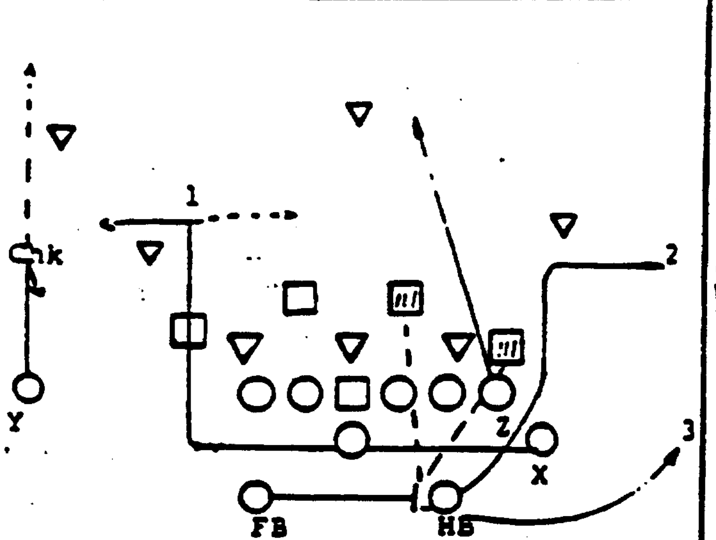
Y - Split 1½/2 yards. Inside release--Arrow. Alert Pop (Blitz Adj)

Z - Normal Split. Rim (Blitz Adj)

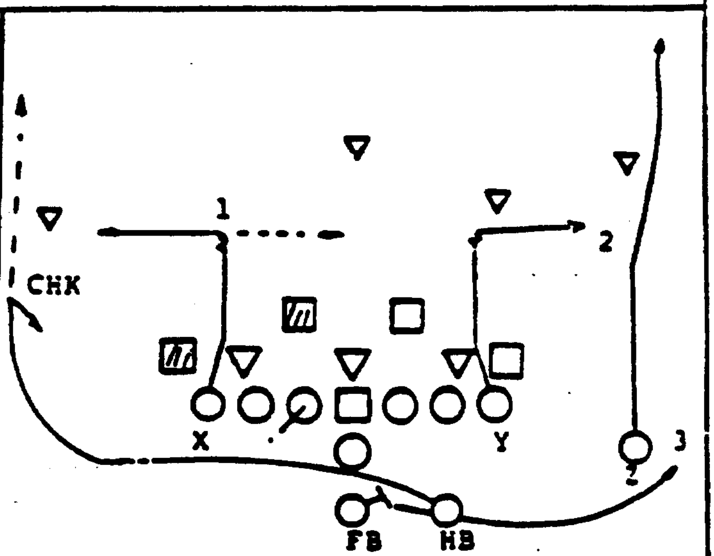
Alert - Possible Red/Change. Off side back must cheat.

Counter - None

Variations - Receivers start to use route rules

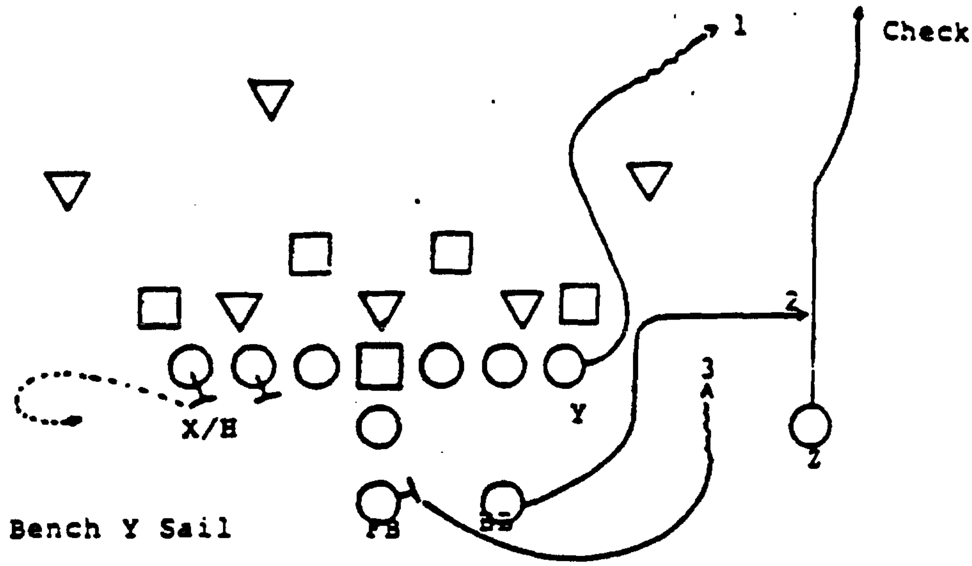



Change RT Slot Trade X Opp.284 X Choice




Blue RT Tight C LT 24 X Choice

# Down Field Pass 82-83 Bench Y Sail (AUDIBLE 82-83 FLOOD)




Blue RT Tight 82 Bench Y Sail

Protection - Pocket (Possible Rip.Liz Call). Primary Y. Outlets HB/FB/X-Y.

QB - 7 Step. Must check Z-Go 1st--Then look for throwing lane to sail route. If coverage is retreating, look to bench-M-Cross. If coverage is stationary or moving forward - look to sail. Be cautious of throwing over defenders--if bench not covered well-go to him.

HB - Free Release -- Bench route (no adjust)

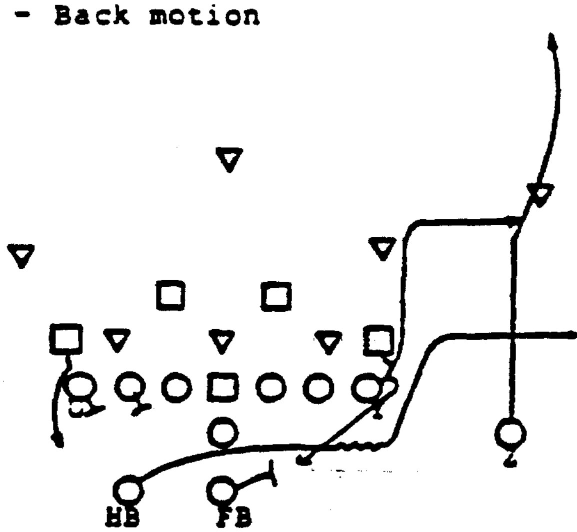
FB - Check Bkr--M Route. Alert Blitzer

Y - 1½ yard split. Prefer release outside--sail route. Drive-up the field 10 yards before break. vs zone Lull the hole vs man adjust to fan route (Blitz Adj)

X - Align tight (1½ yd. split) Check Bkr - Slow Flat

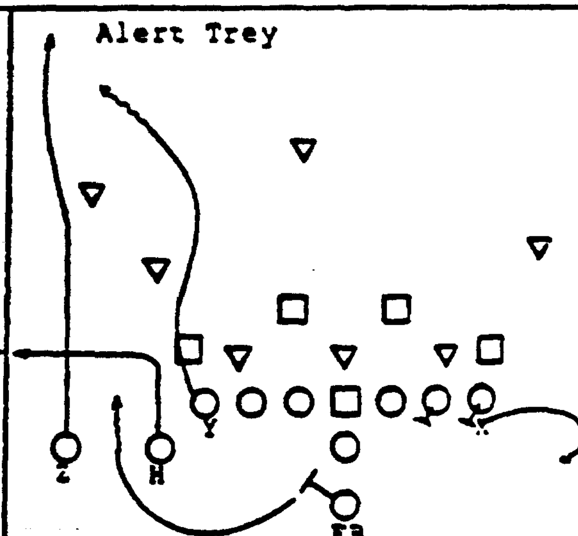
Z - Normal Split--Go route. Must control the corner. Cannot be held up. vs Cleo/Bump release outside (Blitz Adj)

Alert - Back motion

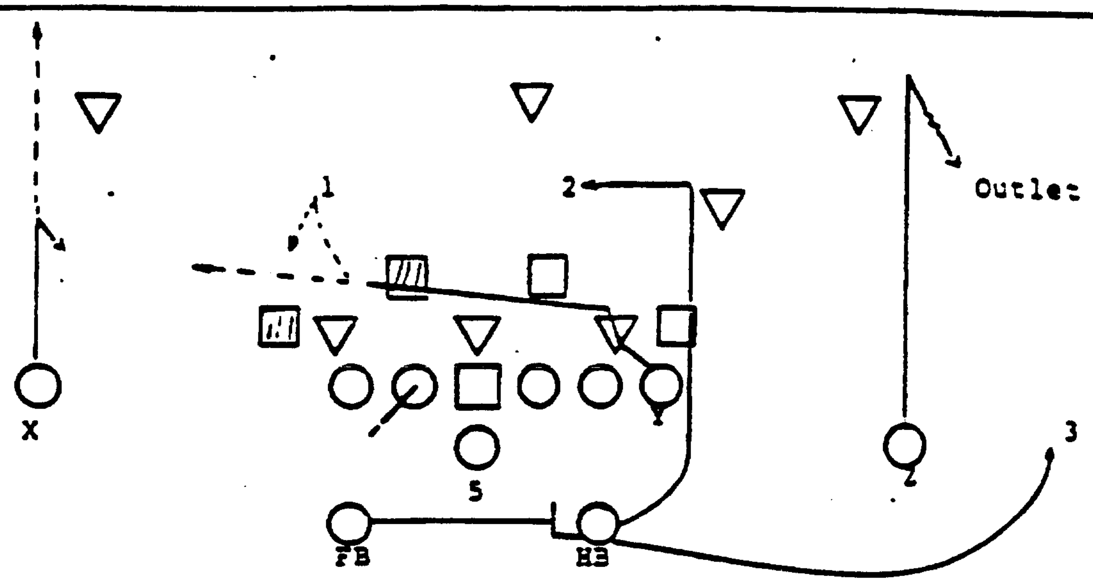



Brown RT-U A-RT 82 Bench Y Sail

Alert Trey




Trey LT TGT 83 Bench Y Sail




Change RT 84 IN Y Drive

Protection - Scat WK (Alert 60-61) Primary-Y. Outlets HB/FB

QB - 5 Step. Basic: Want to work The Drive. Use HB/FB as outlets. Must be alert for 2 Bkrs weak.

HB - Free release--IN

FB - Check Lbkr - Wide

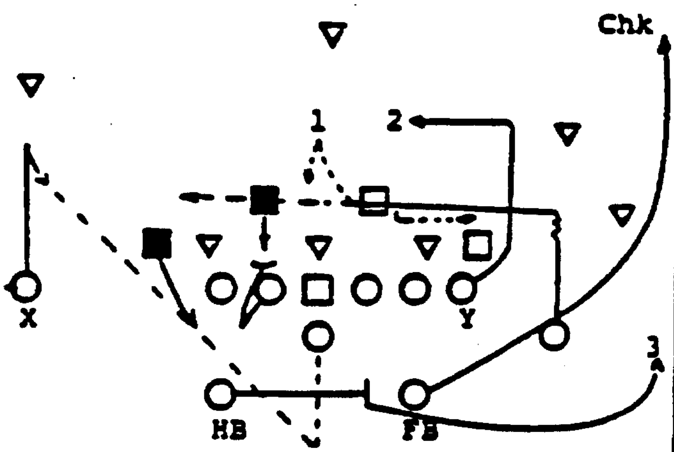
- Normal Split. Run route - 2 Bkrs (Blitz Adj)

Y - 1½/2 Yard Split. Pop release inside--Drive route. Work for side between Rover/Buck.

Z - Normal Split. Comeback Route (Blitz Adj)

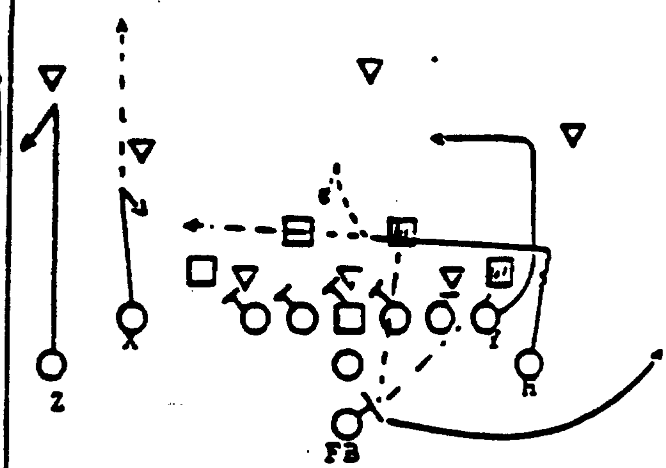
Variations - See Below

Alert - 2 Bkrs

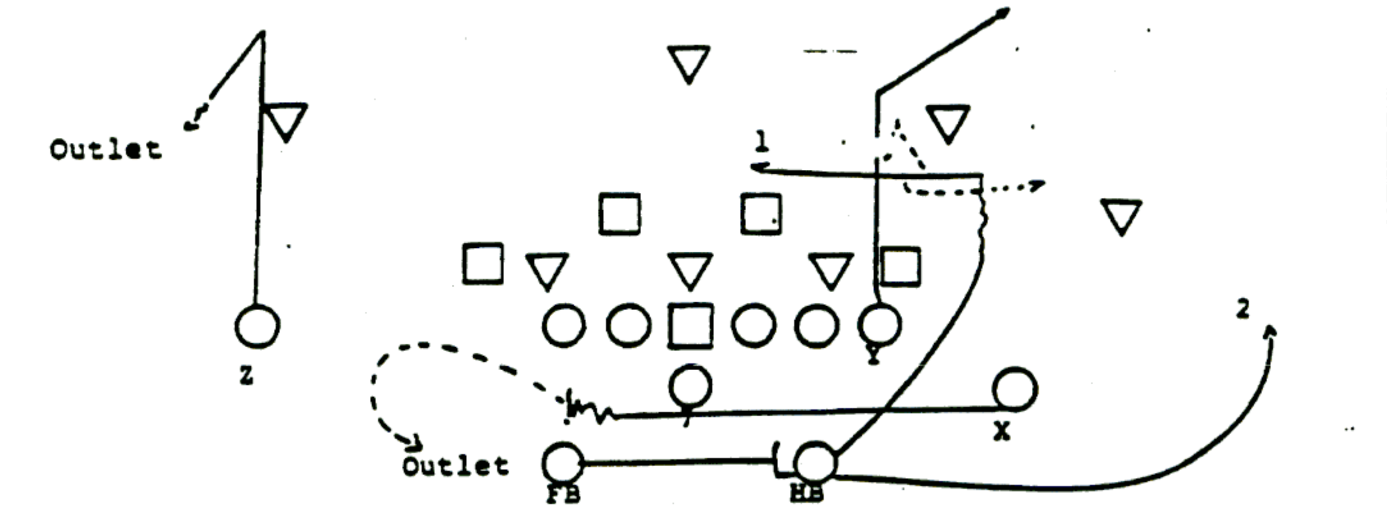



Red RT 84 Swing Z Drive

Possible - 200 Call




Flank RT 284 IN H Drive




Change RT Slot X Opp 80 Y Corner HB Smash

Protection - Pocket(Alert 86-87) Primary - Smash, Outlets FB/WR

QB - 7 Steps. Alert 30 Z Bkrs/40 Buck. Basic: Check Y--work HB Smash (with adjust)

HB - Free release - Smash (Adjust)

FB - Check LBkr - Wide

Y - 1½/2 yard split. Inside release - Corner. (Blitz Adj)

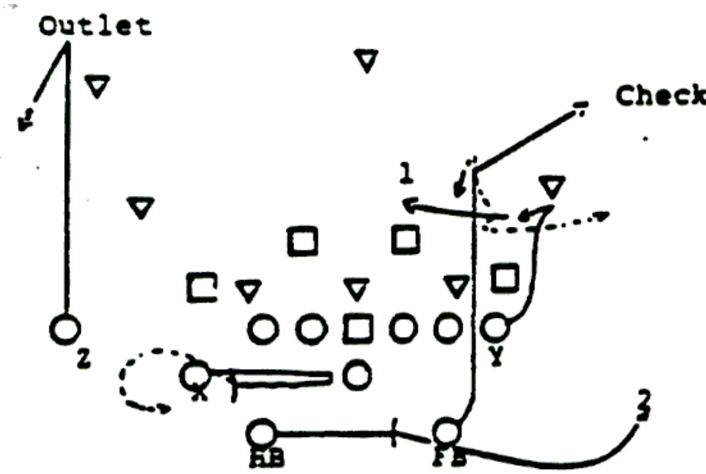
X - 80-81 Protection. Check LBkr--Slow Flat

Z - Normal Split--Camelsback route (Blitz Adj)

Alert - Variation Calls

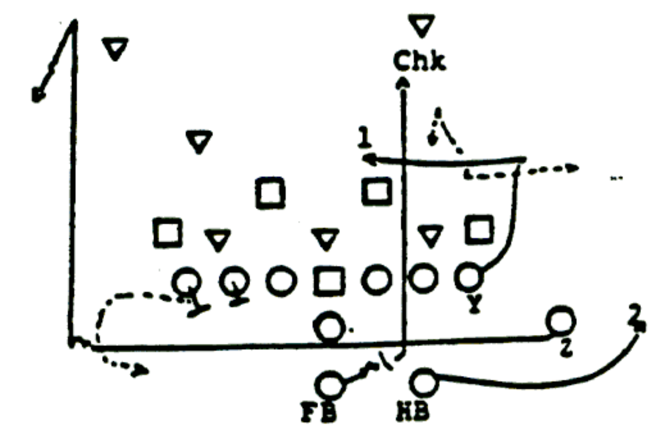
Counter - Fake Smash

Alert FB Corner Y Smash




Red RT Slot X Return 80 FB Corner Y Smash

Alert FB Close Y Smash




Blue RT Slot-LT Z OPP 80.FB Close Y Smash

## Section L

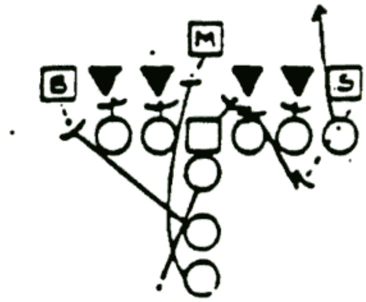
## Play Action Protection

| | |
|---|---|
| L1 | 314/315 |
| L2 | 314F/315F |
| L3 | 316/317 Power |
| L4 | 330/331 |
| L5 | 366/367 |
| L6 | 398F/399F |
| L7 | 418/419 |
| L8 | 564/565 |
| L9 | Run Pass 18/19(Strong) |
| L10 | Run Pass 18/19 Buck (Weak) |
| L11 | Run Pass 34/35 Trap |
| L12 | Run Pass 42/43 Draw |
| L13 | Run Pass 60/61 |
| L14 | Run Pass 90/91 GUT |

PROTECTION: 314/315
Weak Aggressive Pass Protection, With O. Line Sliding Away From Call. HB & FB Pick-Up Mac-Buck Rover-Buck

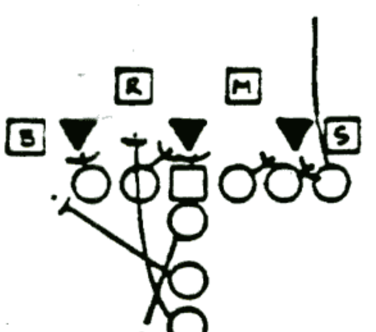
QB:
Open Behind Guard 5 Steps or 7 Steps. Set, P Behind Guard

40

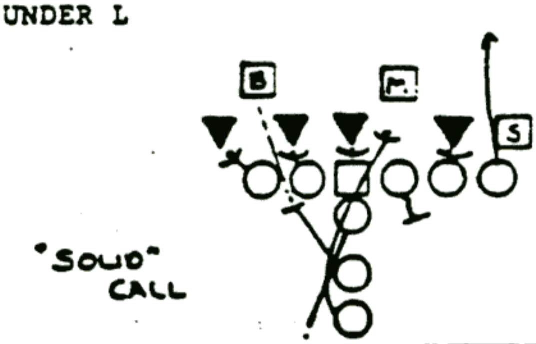


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED, # BACK (EXCEPTION AWAY FROM UNDER) VS 30, STIFF ARM MAN OVER-EYEBALL INSIDE LBER AWAY. ZONE NM UNDER - CALL WK. SIDE - BLK MAN OVER YOU |
| RT GUARD | | UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE AGGRESSIVE FAN. COVERED BACKSIDE STIFF ARM MAN OVER YOU PICK-UP OSLB YOUR SIDE. |
| LT GUARD | | . . . . . . . . . . |
| RT TACKLE | | COVERED ONSIDE, # MAN OVER YOU. UNCOVERED ONSIDE, FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU, 30, OS, UNDER FAN #. COVERED BACKSIDE (STRONGSIDE OF OVER) # MAN OVER YOU |
| LT TACKLE | | . . . . . . . . . . |
| Y | | RUN PATTERN |
| HB | | # MLB V. 40: ROVER V. 30 - ALERT "SOLID" CALL |
| FB | | # END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, # LBER OVER HIM. (REDUCED LOOK) |

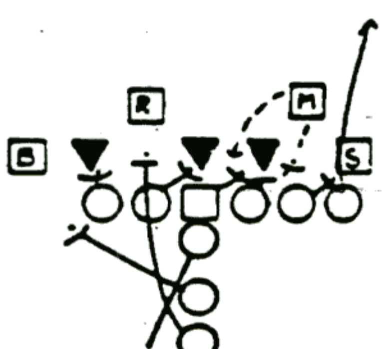
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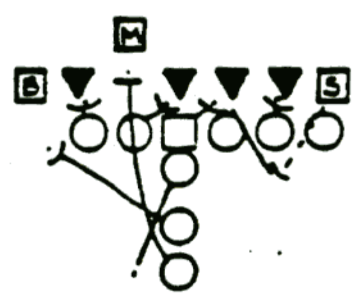
UNDER L




OVER



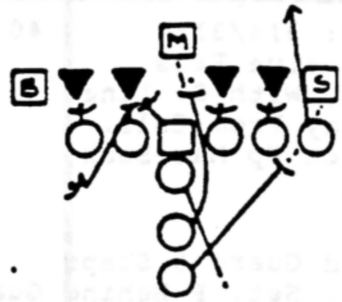
OVER - CALL WK. SIDE



PROTECTION: 314F/315F
Aggressive Pass Protection. With O. Line Sliding From Call. HB & FB Pick-Up MLB And OSLB To Call Side.

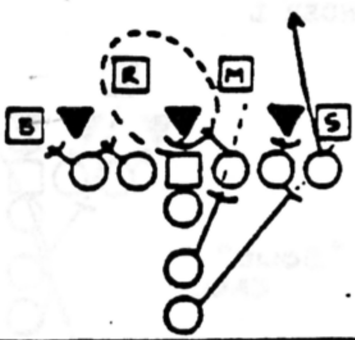
QB:
Open Behind Guard 5 Steps or 7 Steps

40

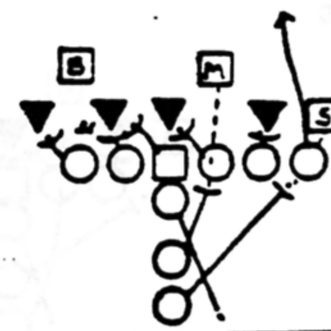



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | "YOU" "ME" | BACKSIDE GUARD COVERED, # BACK-GUARD WILL STIFF ARM DT. VS 30 STIFF ARM MAN OVER YOU-EYEBALL ISLB WK SIDE ZONE NRX VS OVER # MAN OVER YOU (ALERT "YOU"/"ME") |
| RT GUARD | SOLID | UNCOVERED ONSIDE, # DOWN ON NT COVERED ONSIDE, # MAN OVER YC UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP BUCK |
| LT GUARD | SOLID | ″ ″ ″ ″ ″ ″ ″ ″ ″ ″ |
| RT TACKLE | | COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU. 30, UNDER, OVER, # AGG. FAN. |
| LT TACKLE | | ″ ″ ″ ″ ″ ″ ″ ″ ″ ″ ″ |
| Y | | RUN PATTERN |
| HB | | FAKE, BLK. END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, BLK LBER OVER HIM (REDUCED LOOK) |
| FB | | FAKE AT G'S BUTT BLK MAC. ALERT FOR "SOLID" CALL. |

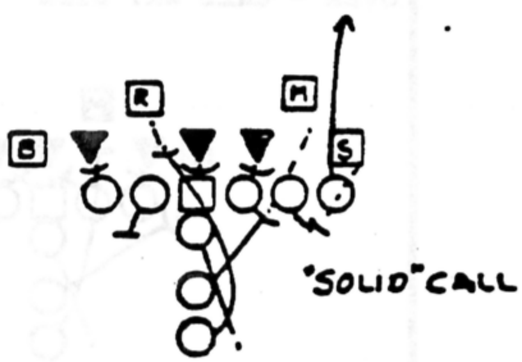
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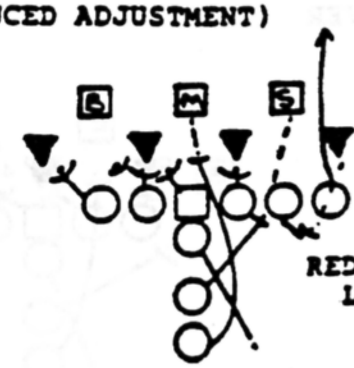

UNDER L




OVER




4LS (REDUCED ADJUSTMENT)

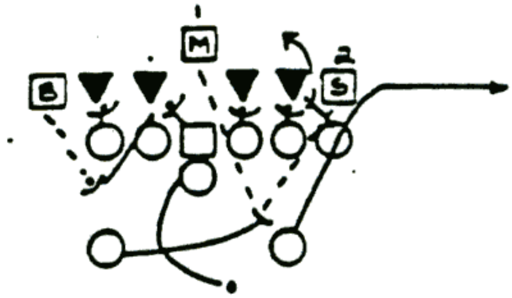



REDUCED LOOK

PROTECTION:316/317 Power Sell DBL Team Blk. By Y & Onside Tackle. Backs Fake PWR. FB Release HB Dual Reads Uncovered Backside Guard "Mollie" Block

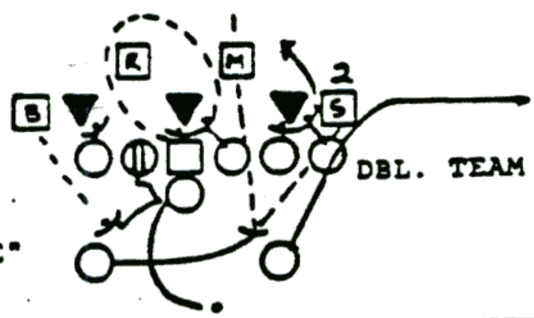
QB:
Set Up 7-10 Yds. Behind Guard

40



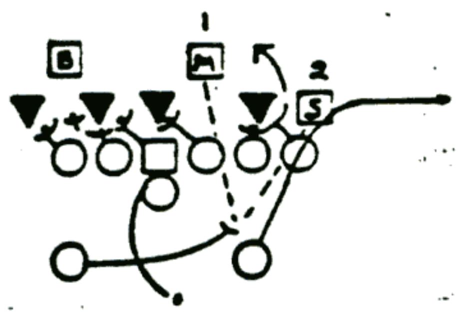

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30, STIFF ARM MAN OVER YOU - EYEBALL INSIDE WLB - ZONE NR VS OVER, # MAN OVER YOU (ALERT "YOU"/"ME") |
| RT GUARD | SOLID | UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, PULL "MOLLIE" #. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK UP BUCK |
| LT GUARD | SOLID | . . . . . . . . . . |
| RT TACKLE | | BLOCK DE ONSIDE, ALERT SLAM TECH. & DOUBLE TEAM TECH OF Y. BLOCK DE BACKSIDE |
| LT TACKLE | | BLOCK DE BACKSIDE. BLOCK DE ONSIDE ALERT SLAM TECH & DBL TM TECH OF Y |
| Y | | SLAM RELEASE, POWER TECH., HOLD DBL TEAM BLOCK W/TACKLE, THEN RELEASE |
| HB | | FAKE PWR, HAND OFF, DUAL READ MLB TO OSLB. PICK UP MDM - |
| FB | | FAKE PWR BLOCK, RUN PATTERN |

30

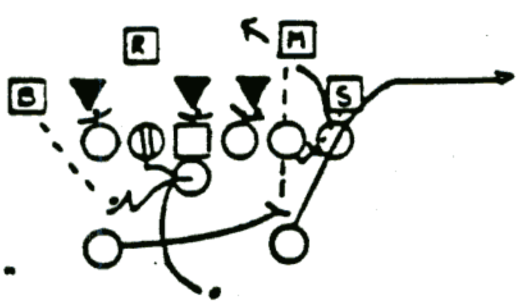



"MOLLIE"

UNDER L

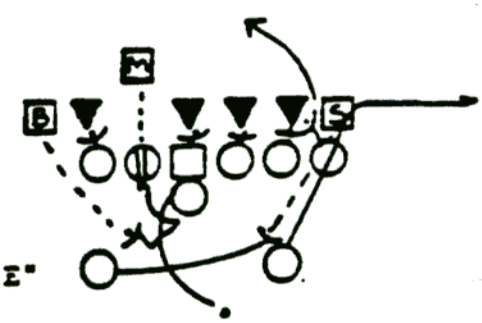



OVER
(3 MAN)




"MOLLIE"

OVER: BACKSIDE OG. DUAL READ
(4 MAN)

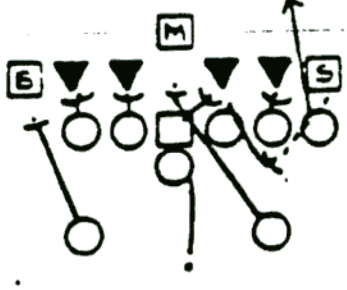



SOLID
CALL
"MOLLIE"

PROTECTION: 330/331
Aggressive Pass Protection, with O. Line Sliding Away From Call. HB & FB Pick-Up Mac-Buck; Rover Buck

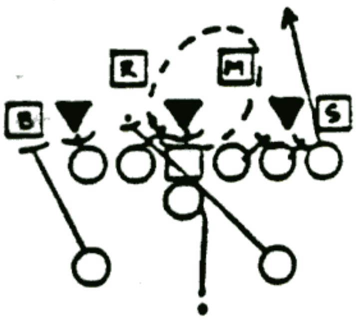
QB:
Open Behind Guard-Token Fake 5 Steps or 7 Steps-Set Up Behind Guard

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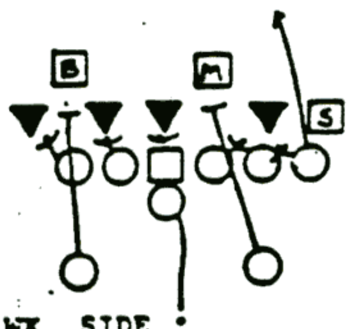



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED, # BACK (EXCEPTION AWAY FROM UNDER) VS 30, STIFF ARM MAN OVER-EYEBALL INSIDE LBER AWAY. ZONE N UNDER - CALL WK. SIDE - BLK MAN OVER YOU |
| RT. GUARD | | UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE AGGRESSIVE FAN. COVERED BACKSIDE STIFF ARM MAN OVER YOU PICK-UP OSLB YOUR SIDE |
| LT. GUARD | | . . . . . . . . . . . |
| RT TACKLE | | COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE, FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU, 30 UNDER FAN #. COVERE BACKSIDE (STRONGSIDE OF OVER) # MAN OVER YOU. |
| LT TACKLE | | . . . . . . . . . . |
| Y | | RUN PATTERN |
| FB | | FAKE 30-31 FB MAN - YOU ARE RESPONSIBLE FOR THE FAKE. # MLB V. 40. ROVER V. 30. |
| HB | | # END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, # LBER OVER HI (REDUCED LOOK) |

30



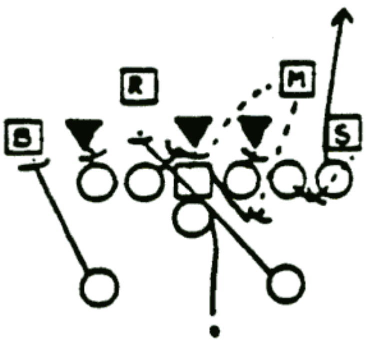

UNDER L



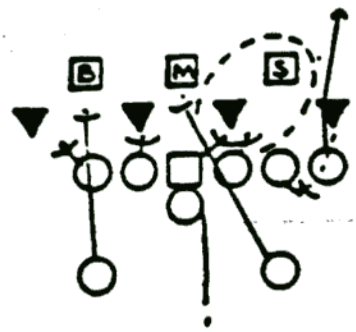

REDUCED LOOK

UNDER-CALL WK. SIDE

OVER



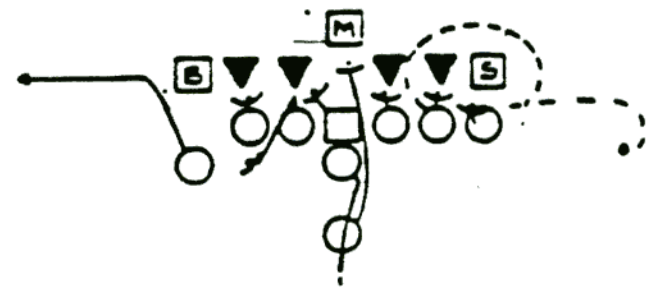

OVER - CALL WK. SIDE



PROTECTION: 366/367
Play Action. FB Aggressive Block on Inside LBER To Call Side. HB or Y To Call Side Block. Away From Call, Release

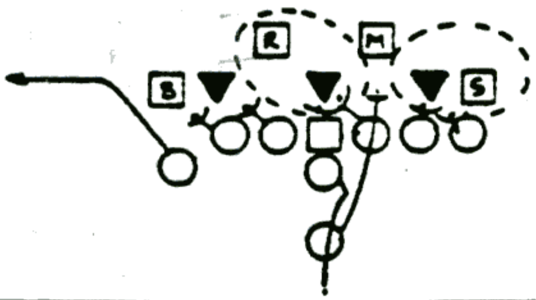
QB:
Open Behind Guard
5 Steps or 7 Steps

40

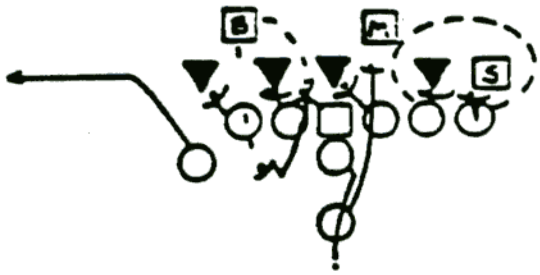


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT<br>BLOCK 314/315 PROTECTION |
| RT GUARD | SOLID | BLOCK 314/315 PROTECTION |
| LT GUARD | SOLID | BLOCK 314/315 PROTECTION |
| RT TACKLE | | BLOCK 314/315 PROTECTION. NO FAN # TO CALL SIDE VS<br>REDUCED LOOK - AREA # W Y OR HB TO CALL SIDE |
| LT TACKLE | | . . . . . . . . . . |
| Y | | # MAN OVER YOU, PROTECT INSIDE<br>IF CALL IS AWAY FROM YOU, RELEASE RUN PATTERN CALLED |
| HB | | RUN PATTERN CALLED<br>IF CALL IS TO YOUR SIDE, # MAN OVER YOU, PROTECT INSIDE |
| FB | | VS EVEN # MAC<br>VS ODD # INSIDE LBER. TO CALL SIDE |

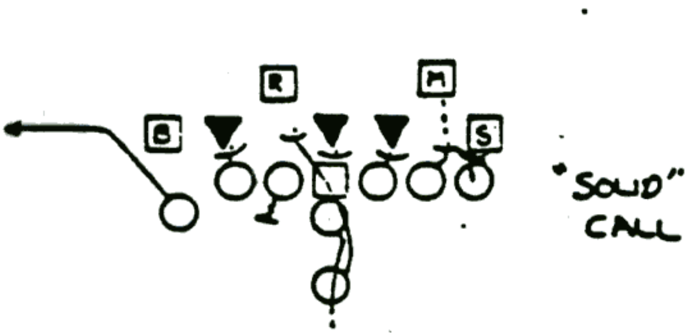
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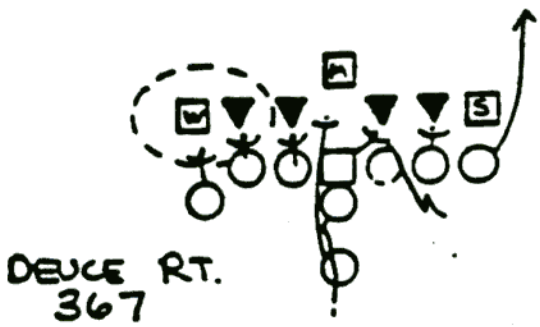
UNDER L



OVERSTACK



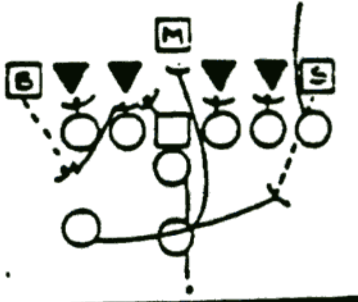

40 WK. SIDE CALL



PROTECTION: 398F/399F
Aggressive Pass Protection, With O. Line Sliding From Call. HB & FB Pick-Up MLB and OSLB To Call Side.

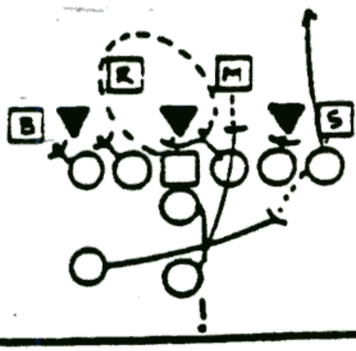
QB:
Open Behind Guard
5 Steps or 7 Steps

40

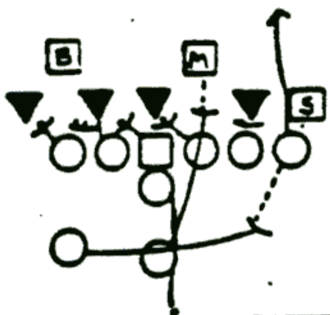



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | "YOU" "ME" | BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30 STIFF ARM MAN OVER YOU - EYEBALL ISLB WK. SIDE ZONE NR VS OVER # MAN OVER YOU (ALERT "YOU"/"ME") |
| RT GUARD | SOLID | UNCOVERED ONSIDE, # DOWN ON NT COVERED ONSIDE, # MAN OVER YO UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP BUCK |
| LT GUARD | SOLID | " " " " " " " " " " |
| RT TACKLE | | COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU. 30, UNDER, OVER, # AGG. FAN |
| LT TACKLE | | " " " " " " " " " " " |
| Y | | RUN PATTERN |
| HB | | FAKE, BLK. END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, BLK LBER OVER HIM (REDUCED LOOK) |
| FB | | FAKE 98F/99F # MLB |

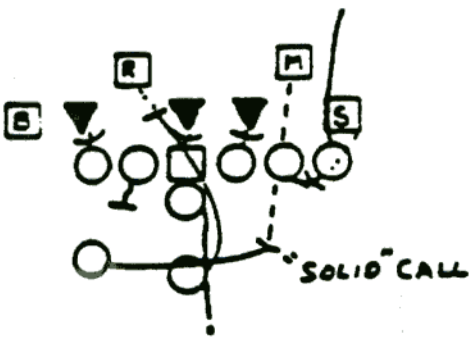
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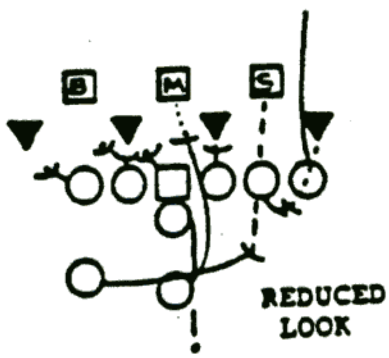

UNDER L




OVER




4LS (REDUCED ADJUSTMENT)



C. Anticipate opponent's charge by the type of defensive alignment. Know his tendencies well in situations and block to take away his best move.

D. Stop or deflect his initial charge. It is most discouraging to a pass rusher to take away his power rush the first two or three times. This will shatter his confidence. Defeat his best rush technique early and he will be playing your game.

E. A change up is important. Usually the variations of passes will give you the opportunity for change up technique such as aggressive short set.

F. Hit on rise. Getting under shoulder pits, raising him up, knocking his hands up and taking away his power.

G. Maintain pressure and position. Give enough ground to use his movement. Footwork, balance and maintaining position are the real essense of good pass protection.

H. Cover after ball is thrown.

Common Faults:

A. Slow on initial movement.

B. Poor footwork. False stepping, crossing over, hopping & wide base.

C. Poor initial position. Getting shoulders turned and making yourself susceptible to inside and outside escapes.

D. Improper position of head, hands, and elbows. Not using hands.

E. Over extention on initial contact blocking too low, unable to regain control and maintain position

F. Giving too much ground on short passes. Not knowing where QB is setting up and type pass being thrown.

G. Not anticipating stunts (T-E's, E-T's, T-T's) and most of all not anticipating defensive charge based on position of lbers.

2. Short Set - Technique which is used to stop the aggressive charger, head butter, shoulder driver, or any type player who depends on his strength to overpower the blocker. It is an aggressive head butt through numbers up under chin, recoiling or bouncing off and back into position for ride, cut or follow up pop.

Essentials:

A. Quick set to position self in proper position to meet defensive man square through numbers. If man tight on you on L.O.S. it is very effective to pop him immediately without set, especially on short or intermediate passes. T-E's, E-T's, T-T's, will hurt you.

B. Explode with controlled pop up through top part of numbers, simultaneously bringing up the hands and forearms to ward off hand grabs and get control of rusher. Present a broad road block for him to bounce off and take another course.

C. Block with front part of helmet and retain coil in your legs. Pinch your butt. Strike up, not out. Shove off for second position or continue and ride man out of play -- if you stick to him on initial contact.

D. It is vital that you keep your balance and control.

E. Cover after ball is thrown.

Common Faults:

A. Blocking with head down.

B. Overextending - losing balance and control.

C. Poor initial position.

D. Not bringing up arms to ward off grabs.

3. Set & Cut - Technique that is used as a change up on a hard charging rusher for Sally/Rose.

Essentials:

A. Quick set for position.

B. Dip under rusher and drive shoulder for far knee-drive through and up. This means your head must be

driven across path of rusher to get his far knee.

C. Whip body around and scramble up through to keep rusher from regaining his balance.

D. Cover after ball is thrown.

Commons Faults:

A. Poor position, not bringing yourself close enough to rusher before applying block.

B. Reaching and not surging under quickly and driving through.

C. Blocking down, permitting man to jump over you.

D. Not utilizing your entire body surface and not scrambling and following through.

4. Aggresive Control - Semi-aggressive play action protection.

Essentials:

A. Explode into defender with controlled pop.

B. Square off and work to sustain position.

C. Retain coil balance and contact with rusher.

D. Cover when ball is thrown.

Common Faults:

A. Blocking too low and over-extending. Losing balance and control.

B. Not moving quickly into man off starting count.

C. Giving too much ground.

5. Aggressive - Used on short patterns and may be used on play action passes.

Essentials:

A. Explode or run full speed and do not let up or be cautious on any phase of your assignment.

B. Cut if defender escapes after initial block on L.O.S.

C. Be aware of L.O.S. Do not be downfield.

Common Faults:

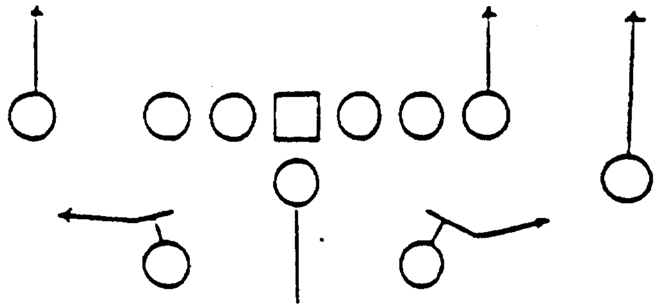
A. Being Cautious on L.O.S.

B. Going to the ground.

# DROPBACK PASS PROTECTION ASSIGNMENT

| Pass | VS 34 | X/U | Y | F | H |
|---|---|---|---|---|---|
| 20-21 | Pocket | Route | Route | Stub | Buck |
| 50-51 | Pocket | Route | Route | Stub | Buck |
| 70-71 | Pocket | Route | Stub | Buck | Free Release |
| 80-81 | Pocket | Buck | Route | Free Release (Near Back) | Stub (Far Back) |
| 22-23 | Pocket | Route | Route | Stub | Buck |
| 52-53 | Pocket | Route | Route | Stub | Buck |
| 72-73 | Pocket | Route | Stub | Buck | Free Releas |
| 82-83 | Pocket | Buck | Route | Free Release (Near Back) | Stub (Far Back) |
| 24-25 | Scat Weak | Route | Route | Stub | Free |
| 54-55 | Liz-Rip Weak | Route | Route | Stub | DBL Rea |
| 74-75 | Scat Weak | Route | Stub | Free | Free |
| 84-85 | Scat Weak | Route | Route | Free Release | Stub (Far Back) |
| 284-285 | Slide Weak | Route | Route | Free Release (Near Back) | Duel (Far Back) |
| 26-27 | Scat Strong | Route | Route | Free Release | Buck |
| 56-57 | Liz-Rip Strong | Route | Route | DBL Read | Buck |
| 76-77 | Scat Strong | Route | Route | Buck | Free Releas |
| 86-87 | Scat Strong | Buck | Route | Free Release (Near Back) | Free Releas (Far Back) |

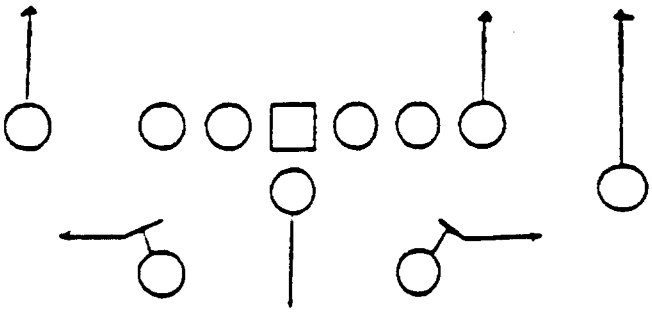
| ss | VS 34 | X/U | Y | F | H |
|---|---|---|---|---|---|
| -229 | Slide-Slow | Route | Stub | Mac-Search | Free Release |
| -59 | Pocket | Route | Stub | Strong Safety | Buck |
| -71 | Pocket | Route | Stub | Weak Safety | Buck |
| -89 | Pocket | Buck | Stub | Free Release | Free Release |



20(21)

Pocket Protection

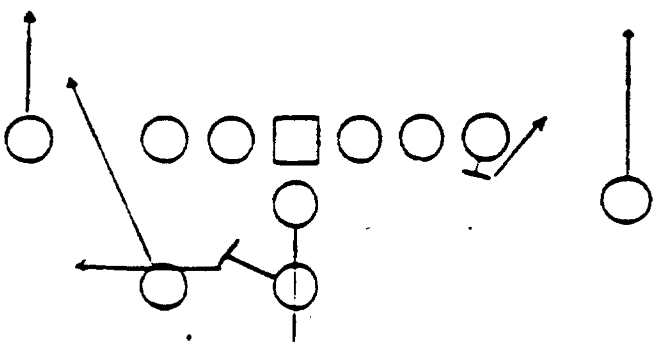
Backs Block Linebackers



50(51)

Pocket P-otection

Backs Block Linebackers

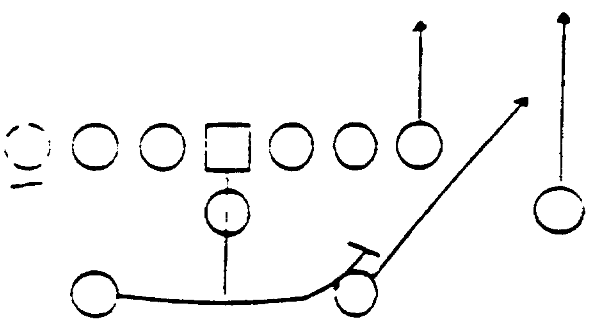


70(71)

Weak Flow.

Pocket Protection with zone to Y

HB Free Release FB has Buck



80(81)

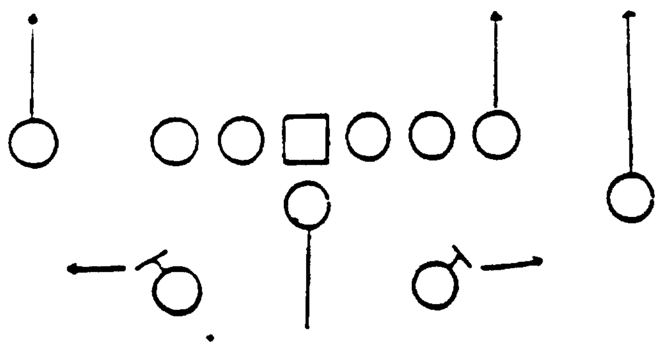
Strong Flow

Pocket Protection.

Near Back Free Release

Far Back has STub

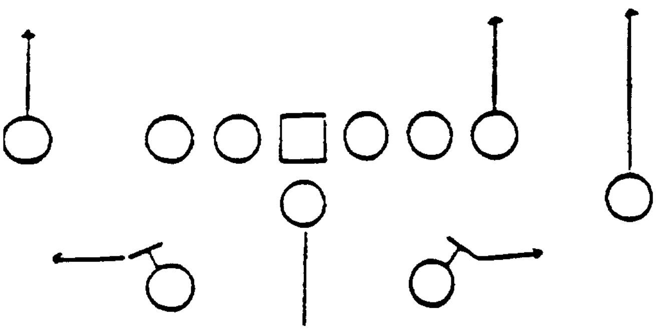
u/Tight X Backside



2<u>2</u>(2<u>3</u>)

Pocket Protection.

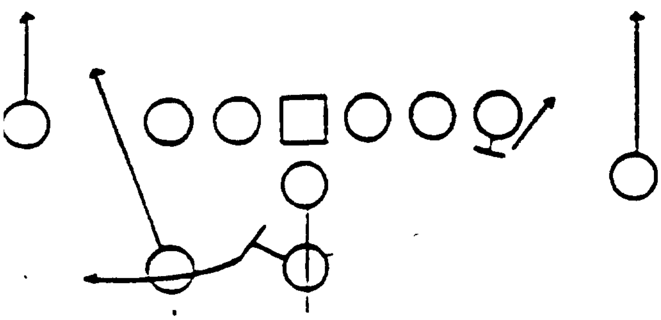
Backs Block Linebackers



5<u>2</u>(5<u>3</u>)

Pocket Protection

Backs Block Linebackers



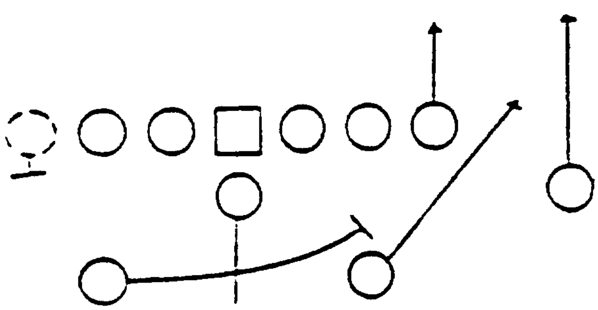
7<u>2</u>(7<u>3</u>)

Weak Flow.

Pocket Protection with

Zone to Y.

HB free release FB has Buck



8<u>2</u>(8<u>3</u>)

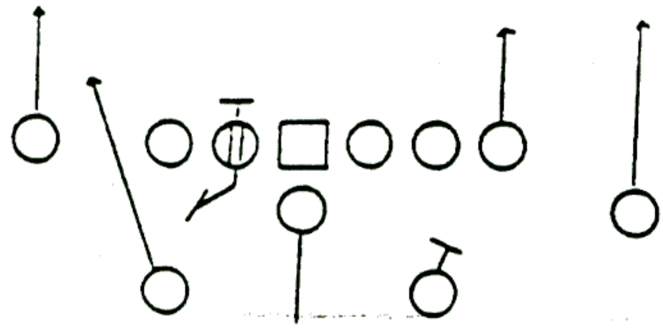
Strong Flow.

Pocket Protection

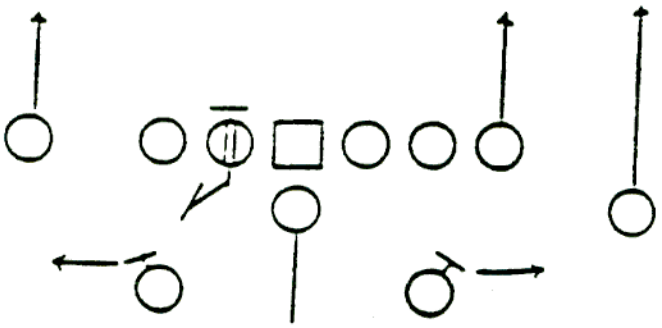
Near Back Free Release

Far Back has Stub

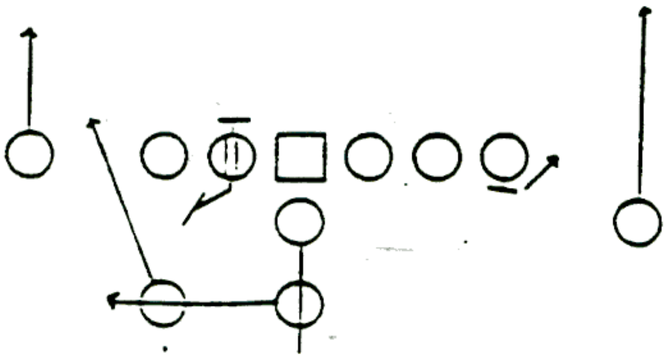
U/Tight X Backside



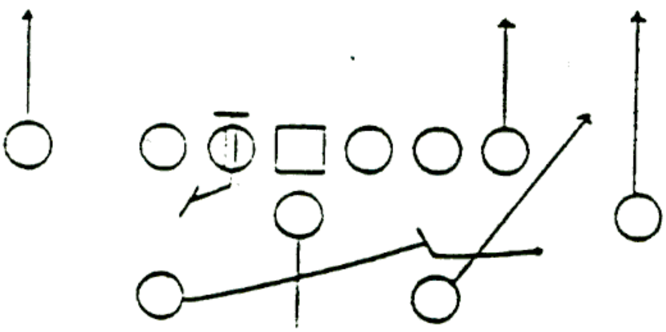
24(25)
Scat Weak



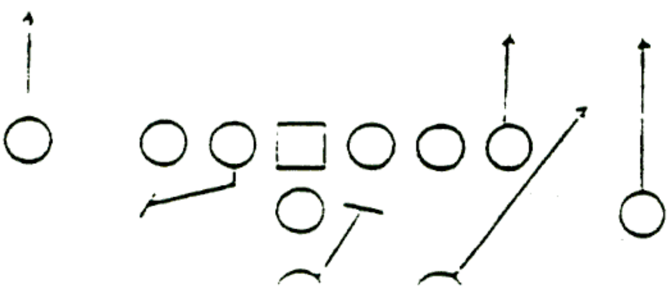
54(55)
Liz-Rip Weak.



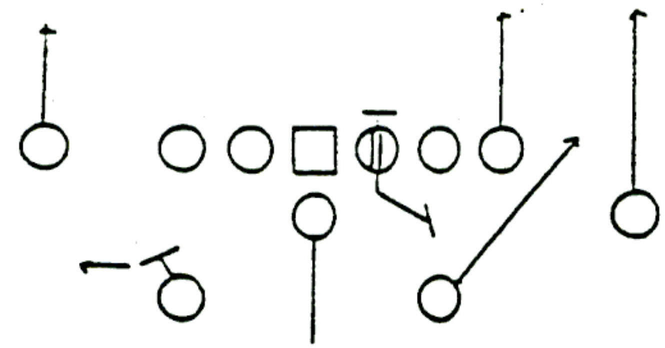
74(75)
Weak Flow
Scat Weak



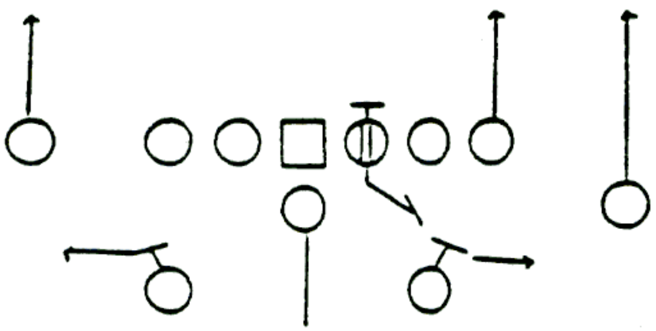
84(85)
Strong Flow
Scat Weak
Near Back Free Release Far Back has Stub



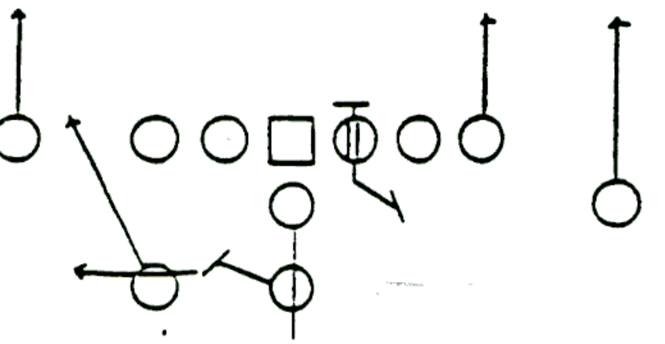
284(85)
Strong Flow
Slide Weak
Near Back Free Release
Far Back has Stub.



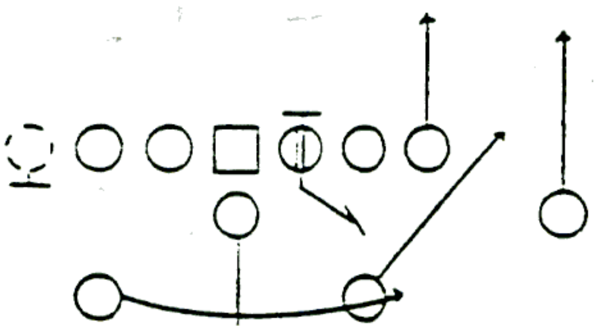
25(27)
Scat Strong



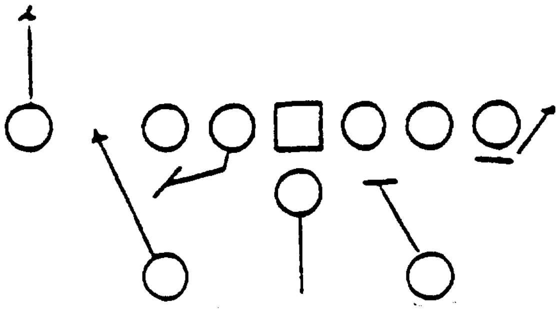
56(57)
Liz-Rip Strong



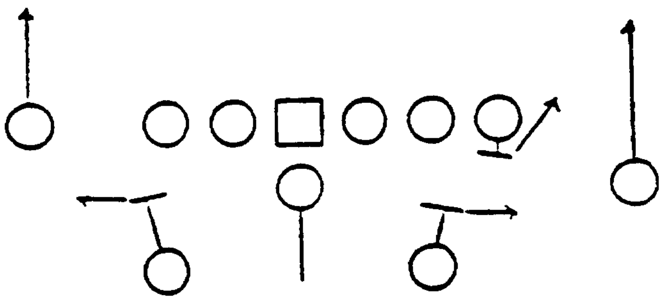
76(77)
Weak Flow
Scat Strong



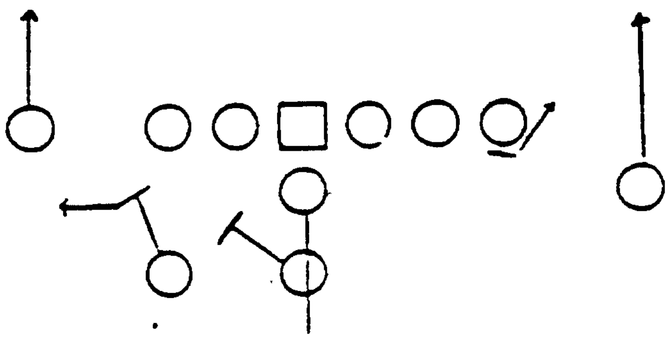
86(87)
Strong Flow
Scat Strong
Both Backs Free Release



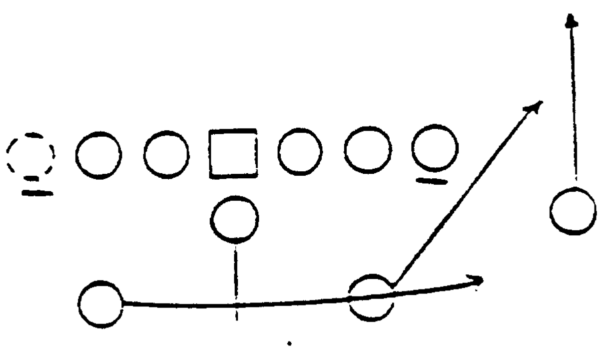
228(229)
Slide-Slow
HB is Free Release FB-Mac-Search
Y is slow.



58(59)
Strong Safety Blitz
Y is Slow
FB has strong safety search
HB has buck



78(79)
Weak Safety Blitz
Y is slow
HB has buck
FB has weak safety-search



88(89)
Both tight ends
Block Linebacker
Backs have free release

Basic and Consistent Rules:

I. 20's and 50's = Backs Divide
70's = Weak Flow
80's Strong Flow

II. Second Digit
0(1) and 2(3) = Offensive Backs on Linebackers
4(5) = Uncovered Man Away From Call Has Double Read
6(7) = Uncovered Man To Call Has Double Read
8(9) = Pocket Protection With Y Check

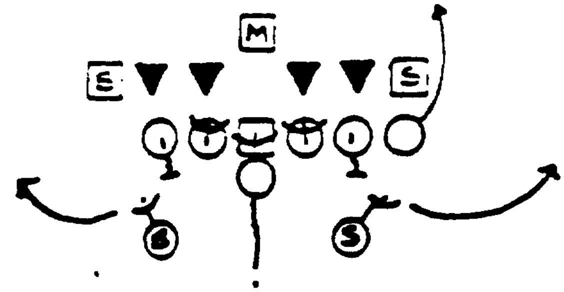
III. Backs Know:
A) They Block Linebackers on 0(1), 2(3)

IV. Tight Ends Know:
A) They are free on 20, 50, 80 Series
B) They Check on 70 Series (Exception 76-77)
C) They Check on 8(9)

V. The Digit 1 in Front of a Two Digit Means a 3 Step Drop by QB and Aggressive Blocking
The Digit 2 in Front of a Two Digit Number Means 5 Step Drop by QB and Slide Protection

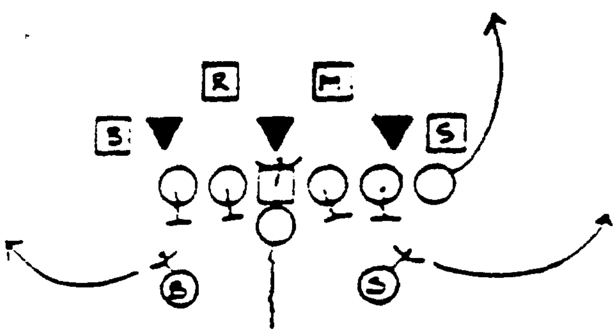
Protection: 20/21;22/23
HB & FB Have CSLB Pick-Up. Possible Fan Blking Either Side VS. 30 Def. Fan 30U Wk Side. Fan Under L Wk Side. Fan 4LS Both Sides. Pocket Protection.

40




| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange Yellow | VS 40-Drop Off 1½-2 Yds-Check Mike LBer-Be Prepared to Help On Anything That Shows Inside. VS 30 - Call Orange/Yellow - Take Call Side Away |
| RT Guard | | VS 40 - Reg. Pass SEt - #DT - "Chill" Him on L.O.S.-Don't Allow Penetration. VS 30 - Drop Off 1½-2 Yds Chk Your LBer -Work to Your Outside(Orange Call).Help on Noseman(Yellow Ca |
| LFT Guard | | VS 40-Reg Pass Set-# DT-"Chill Him on L.O.S."-Don't Allow Penetration. VS 30-Drop Off 1½-2 Yds-Check Your LBer-Help On Noseman(Orange Call).Work to Your Outside (Yellow Call) |
| RT Tackle | Fan V.OS | VS 40 - Reg Pass Set-Drop Off 1½-3 Yds-#DE.VS 30 - Take Shorter Pass Set-# DE. VS Overstack-Make FAn Adjust.-Reg. Pass Set - #DE. |
| LFT Tackle | Poss. Fan V.30 | VS 40-Reg Pass Set-Drop Off 1½-3 Yds-#DE. VS 30 - Take Shorter Pass Set - # DE.VS Under - Fan - Reg Pass Set - Check Outside Defender. |
| Y | | Run Pattern Called |
| HB | | Check Buck: Run Pattern - Alert Fan |
| FB | | Check Stub: Run Pattern - Alert Fan |

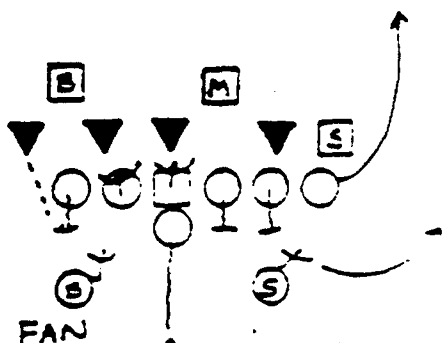
30




POSS: Fan

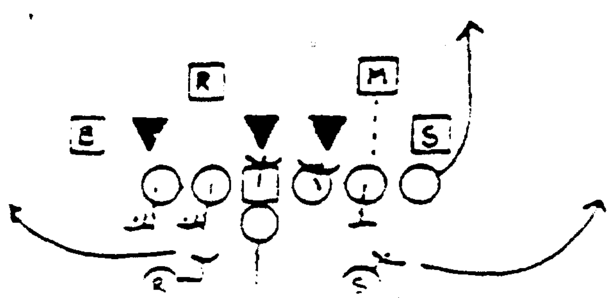
Orange Call

UNDER L

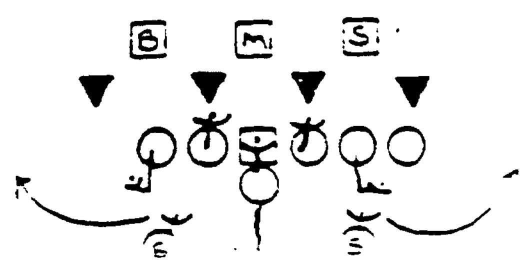



Yellow Call

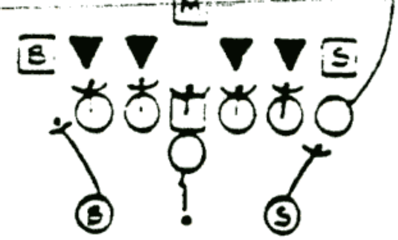
30 Φ




4 LS

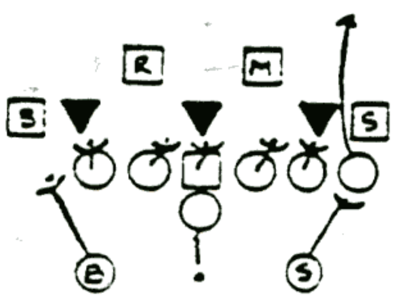


AGGRESSIVE PASS PRO.
BACKS DRIVE TOWARD ASSIGNED
LBERS. NO DOG - RELEASE
POSS: SCAT PRO USED WITH
IT 124/125; 126/127



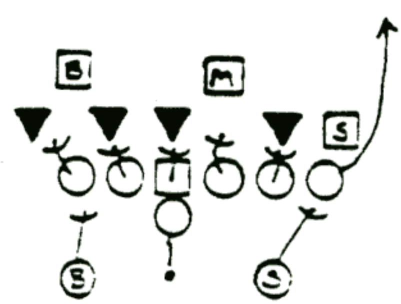
| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | ORANGE YELLOW | VS 40 - SHORT SET 1 YD - CHK MIKE LBER - BE PREPARED TO HELP ON ANYTHING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW TAKE CALL SIDE AWAY. |
| T GUARD | POSS: SCAT | AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO. S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL. |
| PT GUARD | POSS: SCAT | AGGRESSIVE #: VS 40 - AIM HAT FOR DT'S NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORANGE CALL. |
| T TACKLE | FAN | AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT. KEEP HIM ON L.O.S. VS 30 - SAME AS 40. |
| PT TACKLE | FAN | AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT - KEEP HIM ON L.O.S. VS 30 - SAME AS 40. |
| Y | | RUN PATTERN CALLED |
| HB | | AGGRESSIVE VS BUCK. USE CUT BLOCK TECHNIQUE TO GET BKR DOWN-NO DOG , RELEASE |
| FB | | AGGRESSIVE VS STUB. USE CUT BLOCK TECHNIQUE TO GET BKR DOWN. NO DOG, RELEASE |

30 φ



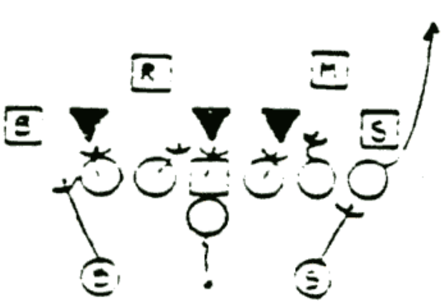
ORANGE CALL

UNDER L



YELLOW CALL

30



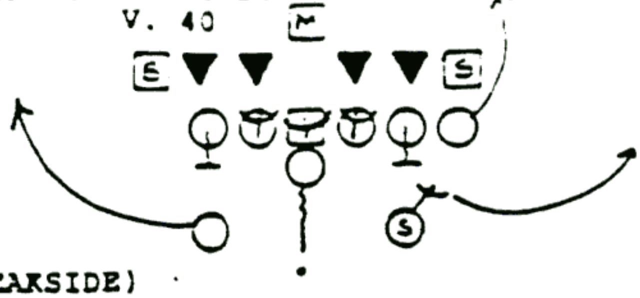
NGE CALL



PROTECTION: 24/25
SCAT WEAK

WK SIDE BACK HAS FREE RELEASE. WK SIDE GUARD AS DUAL READ - PICKS UP MDM. CAN USE AGG. SCAT PROTECTION BY CALLING 124/125

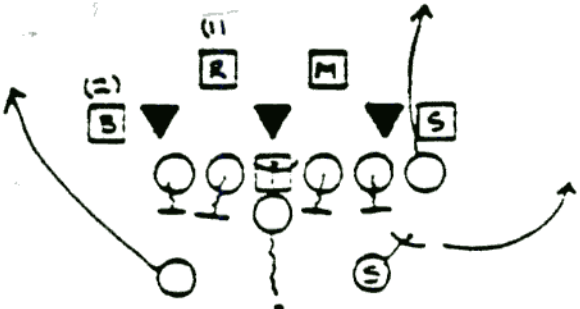
40 WK O.G. NO DUAL RD V. 40



4-5
SCAT (WEAKSIDE)

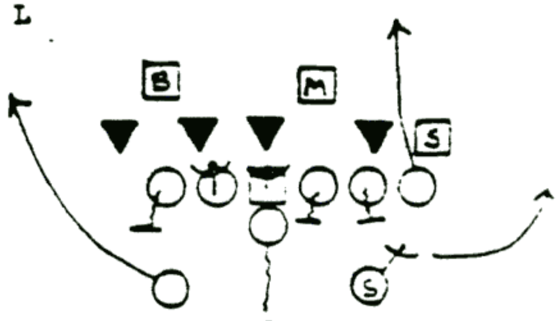
| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | YELLOW | VS 40 - POCKET PRO<br>VS 30 - CALL YELLOW/ORANGE TO SCAT SIDE<br>TAKE AWAY CALL SIDE |
| RT GUARD | | VS 40 - POCKET PRO. VS 30 - CALL TO YOUR SIDE, DUAL READ PICK UP MDM, CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE |
| LFT GUARD | | VS 40 - POCKET PRO. VS 30 - CALL TO YOUR SIDE, DUAL READ. PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE |
| RT TACKLE | | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. |
| LFT TACKLE | | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO. |
| Y | | RUN ROUTE CALLED |
| HB | | FREE RELEASE<br>RUN ROUTE CALLED |
| FB | | BLOCK STUB - ALERT FAN |

30



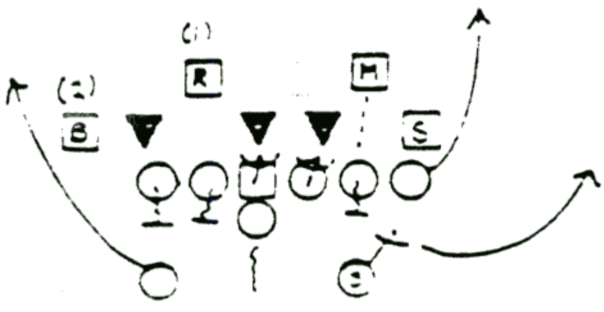
YELLOW CALL

UNDER L

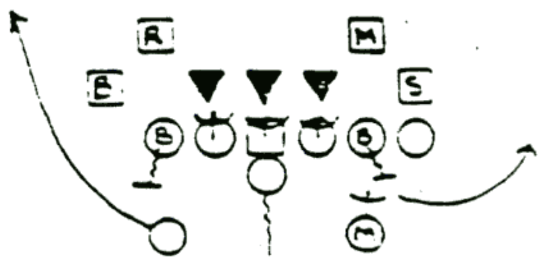


WK O.G. NO DUAL RD

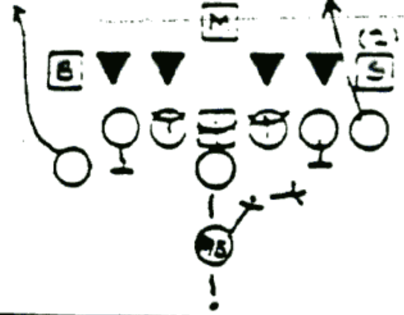
30 O



DBL. SINK

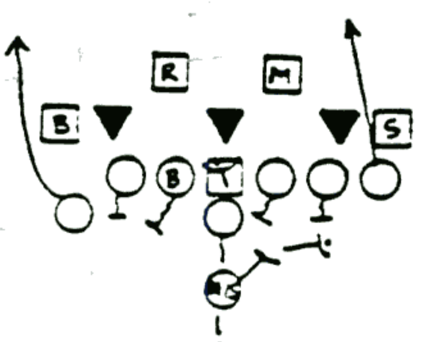


tection. The Back with Free Release is determined by Pass Action. In 20'3 & 50's, it is the far back. In 80's it is the Near Back.
Slide Left 224,228,284
Slide Right 225,229,285.

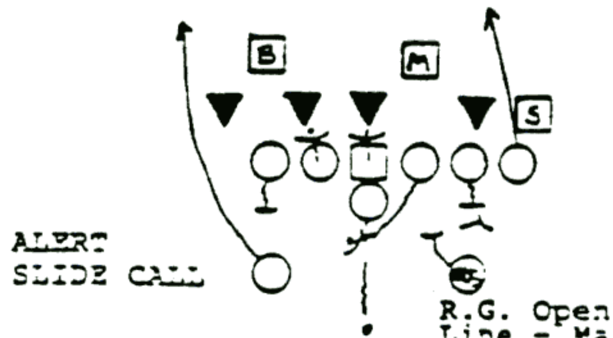


| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | "YOU" "ME" | VS 40 - Clear Check Willie Hold A Middle Attitude.<br>VS 30 Strong Arm - Jam Inside Backer to Side<br>VS Over - Alert "Solid" Call |
| RT Guard | "Slide" | VS 40 Reg Pass Set - # DT - BE Ready to Man TT's<br>VS 30 Set to Blk NT - Alert Max Pick-Up (May Use Agg.Set)<br>VS Overs - "Solid" Call |
| LFT Guard | "Slide" | VS 40 Reg Pass Set - # DT - Alert "You" Call. Man TT's<br>VS 30 - Take Scat Set - Check OSLB.<br>VS Cvers Take Liz Set Dual: Read |
| RT TAckle | | VS 40 - Reg. Pass Set Block Man Over You<br>VS 30 - Shorter Pass Set Block Man Over You. Alert Pan. |
| LFT Tackle | | VS 40 - Reg. Pass Set Block Man Over You.<br>VS 30 - Shorter Pass SEt Block Man Over You. Alert Pan. |
| Y | | Run Pattern Called |
| Far Back<br>Near Back | | Free Release in 20's & 50's<br>Free Release in 80's |
| Near Back<br>Far Back | | Duel pick up in 20's & 50's Alert - "Solid" Call.<br>Duel pick up in 80's Alert - Pan Blocking |

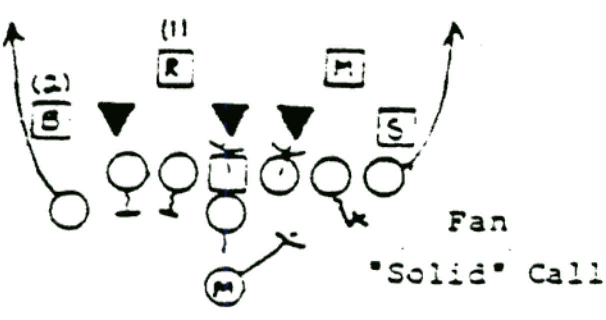
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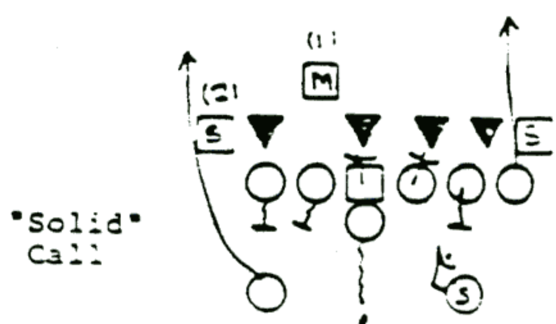
UNDER L




30 φ

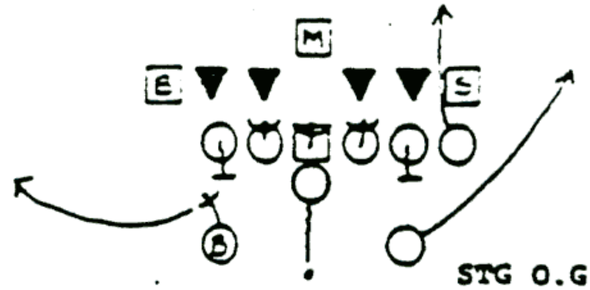



OVER



PROTECTION: 26/27
SCAT STRONG
STG. SIDE BACK HAS FREE RELEASE. STG. SIDE GUARD HAS DUAL READ-PICKS UP MDM CAN USE AGG. SCAT PROTECTION BY CALLING 126/127

40

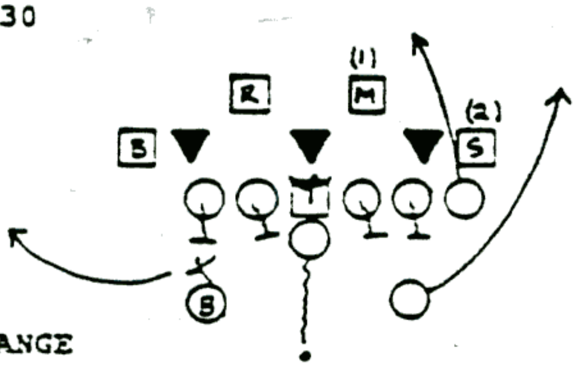


6-7
SCAT (STRONGSIDE)

STG O.G. NO
DUAL RD V 40

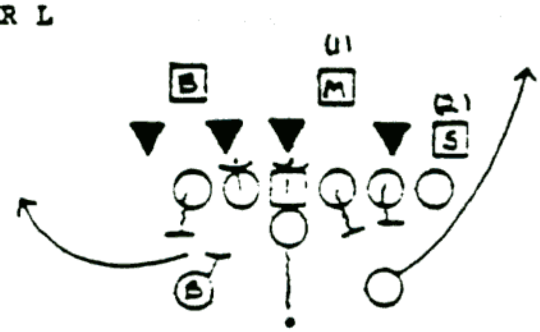
| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | ORANGE<br>YELLOW | VS 40 - POCKET PRO.<br>VS 30, CALL ORANGE/YELLOW TO SCAT SIDE TAKE AWAY CALL SIDE |
| RT GUARD | | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, DUAL READ--PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE |
| LFT GUARD | | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, DUAL READ--PICK UP MDM.<br>CALL AWAY FROM YOUR SIDE POCKET PRO. ALERT YELLOW/ORANGE |
| RT TACKLE | FAN | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. 30 φ FAN<br>CALL AWAY FROM YOU - POCKET PRO. ALERT YELLOW/ORANGE |
| LFT TACKLE | FAN | VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE.<br>CALL AWAY FROM YOU - POCKET PRO |
| Y | | RUN ROUTE CALLED |
| HB | | BLOCK BUCK - ALERT FAN |
| FB | | FREE RELEASE - RUN ROUTE CALLED |

30

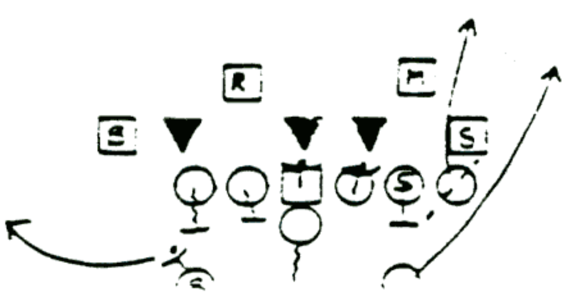


ORANGE

UNDER L

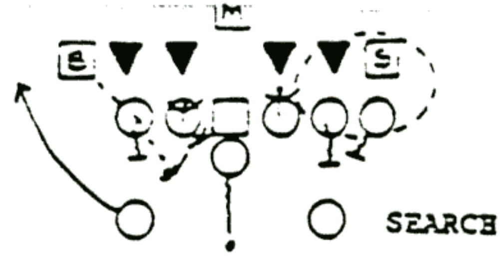


30 φ



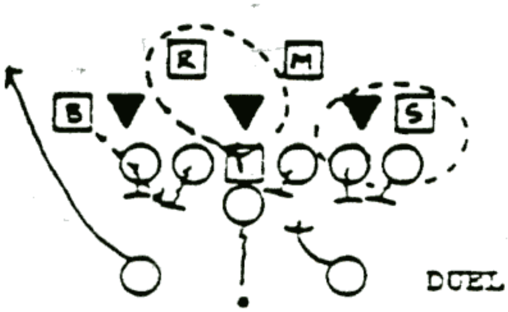


LIDE SLOW PRO. FOR OPPEN-
IVE LINE. HB FREE RE-
EASE. FB DUAL PICK-UP.
SLOW #, SLIDE SLOW PRO-
ECTION DOES NOT REQUIRE
SOLID CALL IF BACKSIDE
.G. IS COVERED 30 ϕ OR
VER DEF.

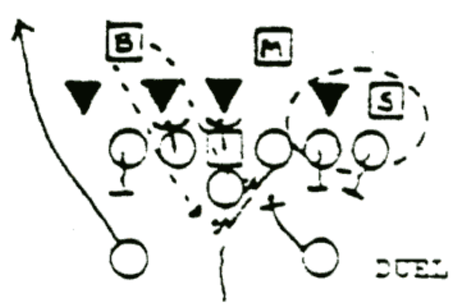



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | "YOU" "ME" | VS 40 - CLEAR CHECK BUCK HOLD A MIDDLE ATTITUDE<br>VS 30 STRONG ARM ALERT INSIDE BACKER TO SIDE OF SLIDE PRO<br>VS OVER - POCKET PROTECTION. POSS: "YOU CALL" |
| RT GUARD | "SLIDE | VS 40 REG PASS SET - # DT - BE READY TO MAN TT'S<br>VS 30 SET TO BLK NT - ALERT MAX PICK-UP (MAY USE AGG. SET)<br>VS OVER, 30 ϕ, REG PASS, SET BLOCK MAN ON YOU |
| T GUARD | "SLIDE | VS 40 REG PASS SET - # DT - ALERT "YOU" CALL. MAN TT'S<br>VS 30 - # BUCK IF HE DOGS. NO DOG WORK W/O.T. AND CENTER<br>VS OVER, 30 ϕ # BUCK IF HE DOGS. NO DOG HELP O.T. OR O.C. |
| TACKLE | | VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE.<br>ALERT SOX<br>VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU. |
| T TACKLE | | VS 40 - REG PASS SET BLOCK MAN OVER YOU - ZONE W/Y YOUR SIDE<br>ALERT SOX<br>VS 30 - SHORTER PASS SET BLOCK MAN OVER YOU |
| Y | | ZONE ANY STUNTS IN YOUR AREA W/YOUR TACKLE - SLOW #<br>NO BLITZ RELEASE ON ASSIGNED PATTERN. ALERT SOX<br>POSS: AXE |
| HB | | FREE RELEASE |
| FB | | VS 30 OR 40 CHECK MLB WORK INSIDE OUT - TO STUB SS |

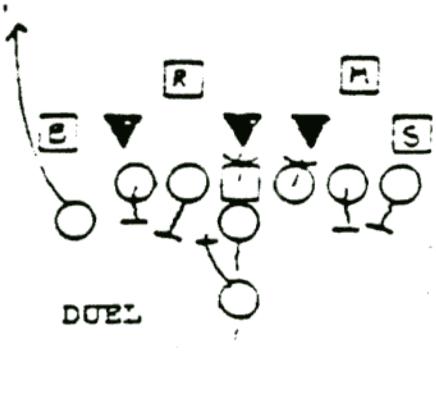
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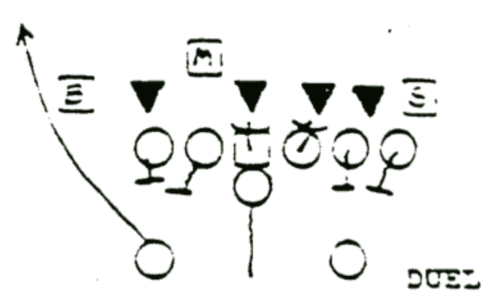

UNDER L



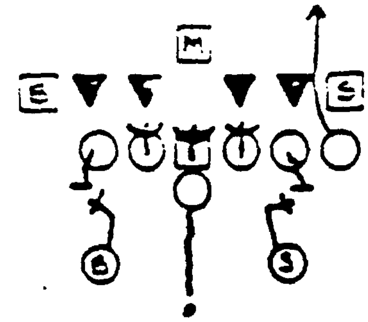

30 ϕ




OVER

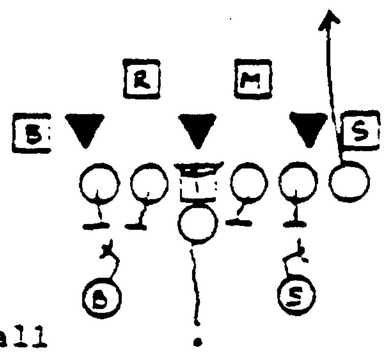


Protection: 50/51; 52/53 Cup. Pocket Protection Backs will Chk LBER's then help with MDM Pick-Up.
50/51;52/53 with no cup call is like 20/21; 22/23 Protection. Can be Agg. Protection 150/151: 152/153



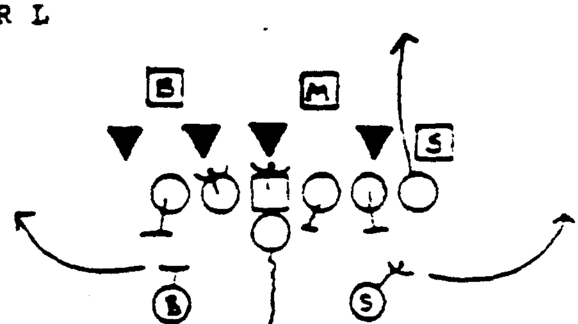
| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange<br>Yellow | Pocket Protection |
| RT Guard | | Pocket Protection |
| LFT Guard | | Pocket Protection |
| RT Tackle | Poss: Fan VS 30 | Same as Pocket Protection Except Your Back Will Help on MDM Possible Fan if Wk. Side VS 30. |
| LFT Tackle | Poss: Fan VS 30 | Same as RT Tackle |
| Y | | Run Pattern Called |
| HB | | Alert Fan<br>Check Buck-Work To a Position To Help on MDM-(DE or DT)- |
| FB | | Alert Fan<br>Check Stub - Work To a Position To Help on MDM - (DE or DT) |

30



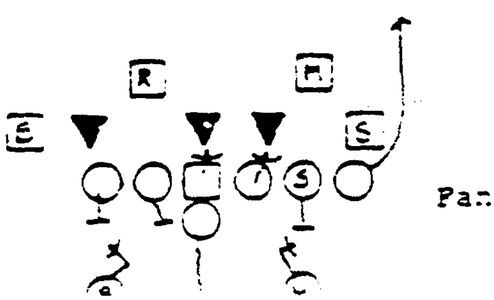
Yellow Call

UNDER L

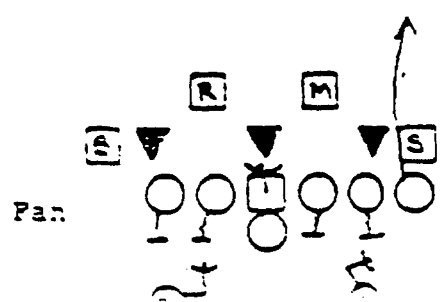


Yellow Call 50/51 (No Cup Call)

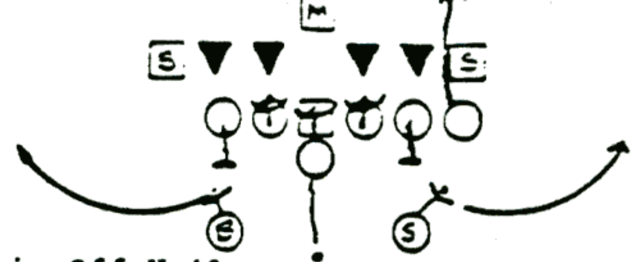
30 φ




30 "FAN CALL"



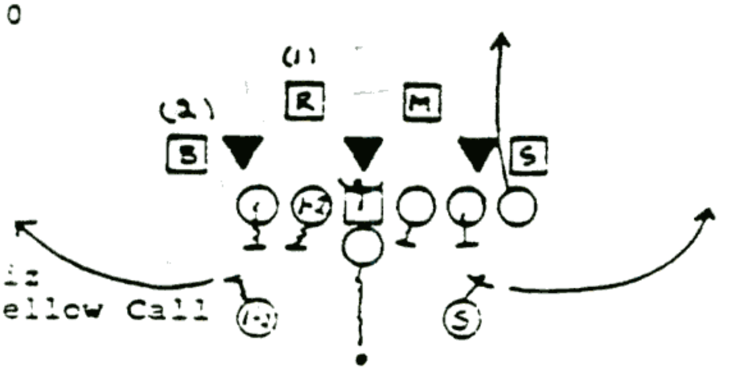
Weakside Liz/Rip
WK Side Back to Wk. Guard
DBL Read Inside LBer and
Outside LBer for Pick-Up
& Release Responsibility.
If Weak Side O.G. is
Covered, Liz/Rip is Off.



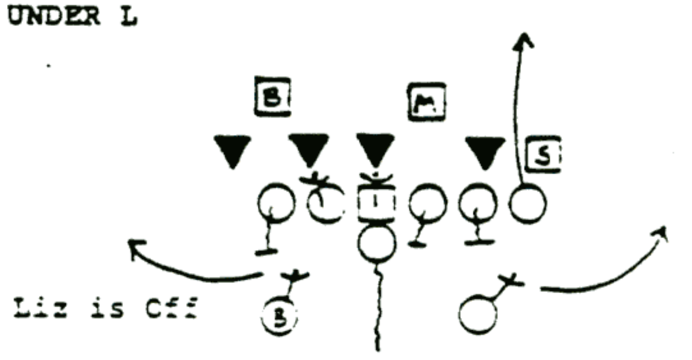
Liz/Rip is Off V.40

| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange Yellow | VS.40 Revert to Pocket Protection. Covered: Block Man On, Favor Call Side. VS.30 - Call Yellow/Orange to Liz/Rip Side |
| RT Guard | | Covered: Pocket Pro. Uncovered: Your Side, - Chk LB Over You-If He Drops Off Look For Buck. Away from you, help on NT to DE. |
| LT Guard | | Covered: Pocket Pro. Uncovered: Your Side, -Chk LB Over You - If He Drops Look For Buck. Away from You, help NT To De. |
| RT Tackle | Pan | VS 40 - Pocket Pro. VS 30-Rip(Your Side)-Take Shorter Pass Set - #DE. Liz(Away)-Pocket Protection-Pan V.DBL. Sink |
| LT Tackle | | VS 40 - Pocket Pro. VS 30 - Liz(Your Side) -Take Shorter Pass Set #DE. Rip(Away) - Pocket Protection - Pan V.DBL Sink |
| | | Run Pattern Called |
| B | | Chk Inside LB. - If He Drops, Run Pattern Called; if Inside LB Blitzes Check Buck. 40 Def: Pocket Protection |
| B | | Pocket Protection - Alert Pan |

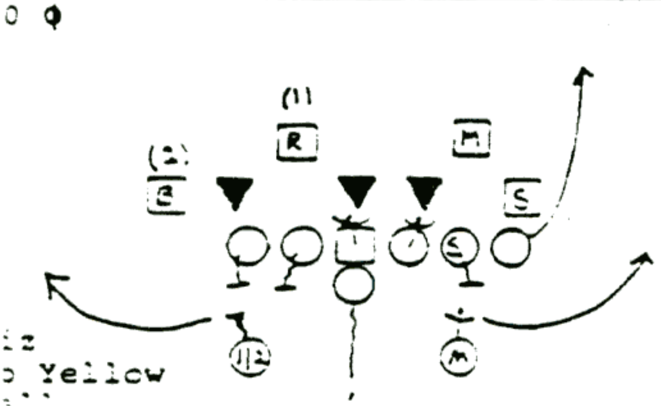
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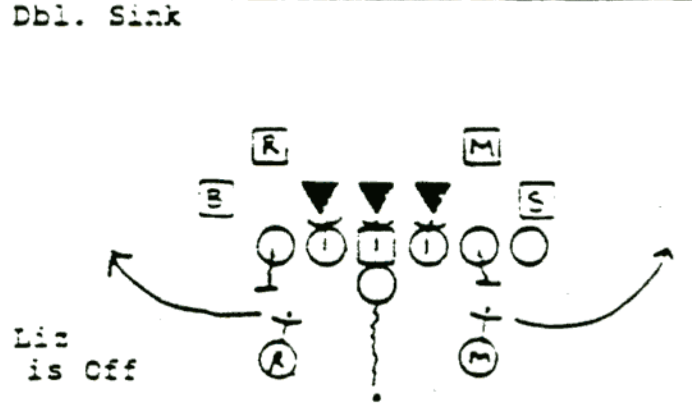

UNDER L




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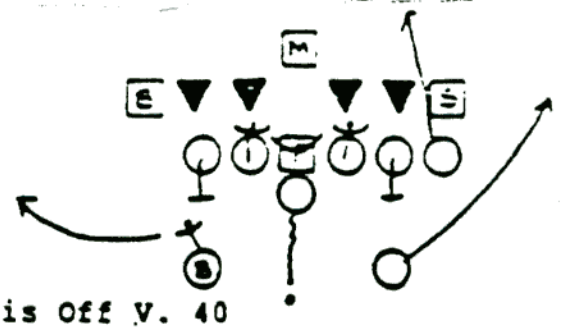



Dbl. Sink



Protection: 56/57
Strongside Liz/Rip
STG Side Back & STG Guard
DBL Read Inside and Outside LB for Pick-Up and Release Responsibility.
If Strong Side O.G. is Covered, Liz/Rip is Off.

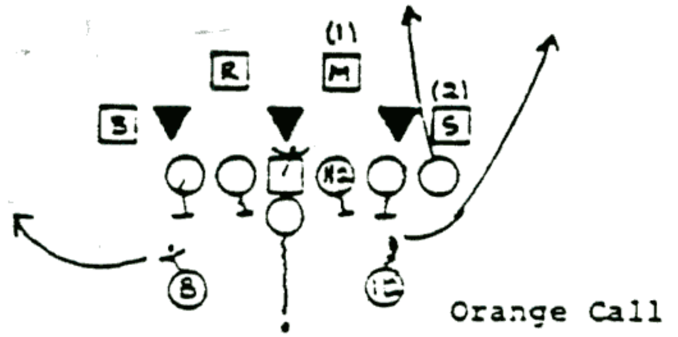
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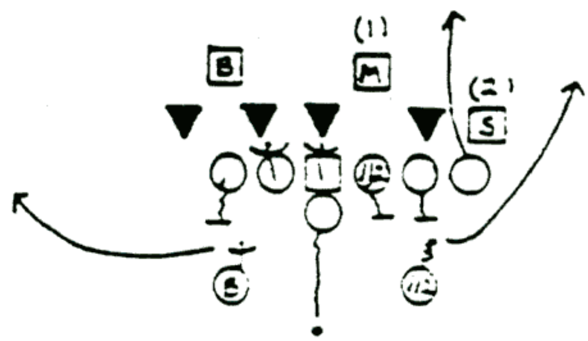

Rip/Liz is Off V. 40

| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange Yellow | VS 40 Revert to Pocket Protection. Covered: Block Man On, Favor Call Side. VS 30 - Call Yellow/Orange to Liz/Rip Side. |
| RT Guard | | Covered: Pocket Pro. Uncovered: Rip(Your Side)-Check LB Over You - If he Drops Off Look For Outside LB. (Liz(Away), Help On NT to D.E. |
| LFT Guard | | Covered: Pocket Pro. Uncovered: Rip(Away) -Help on Nose to DE. Liz(Your Side) Dual Read. Check LB Over You - If He Drops Off Look For Outside LB. |
| RT Tackle | Fan | VS 40 - Pocket Pro. VS 30 - Rip(Your Side)-Take Shorter Pass Set - #DE. Liz (Away), Pocket Protection. Fan Block DBL Sink and Onside of 30 Φ. |
| LFT Tackle | | VS 40 - Pocket Pro. VS 30-LIZ (Your Side). Shorter Pass Set - #DE. Rip(Away) Pocket Protection. Fan Block DBL Sink and Onside 30 Φ. |
| Y | | Run Pattern Called |
| HB | | Pocket Protection |
| FB | | Check Inside LB - If He Drops, Run Pattern Called. If Inside LB Blitzes Check Outside LB - Release |

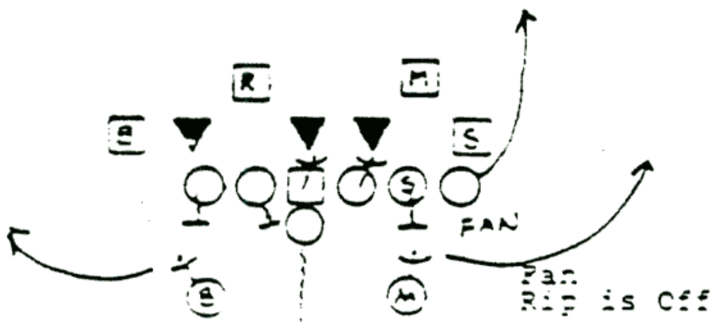
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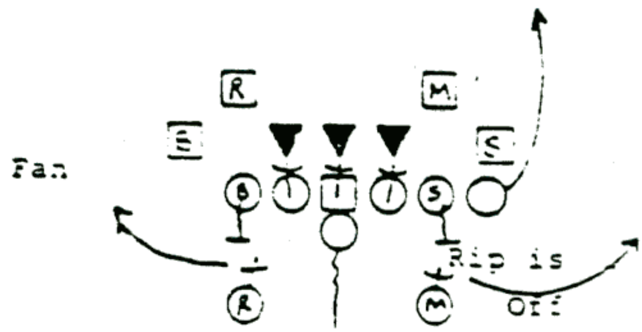

UNDER L



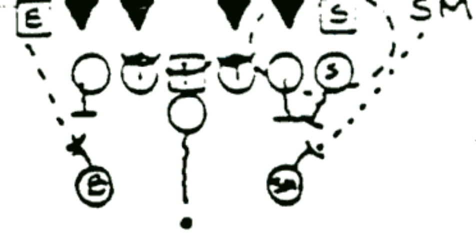

30 O




DBL Sink

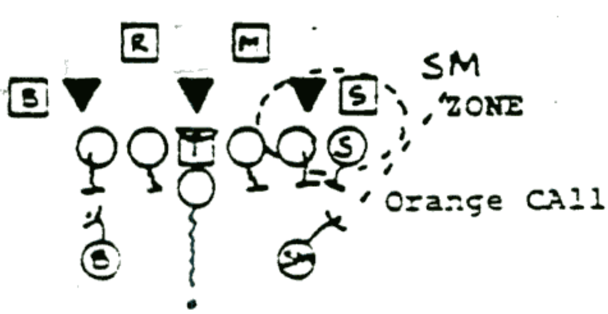


Situations. Both
Backs & Y In Protection.
O.Line - Cup Protection.

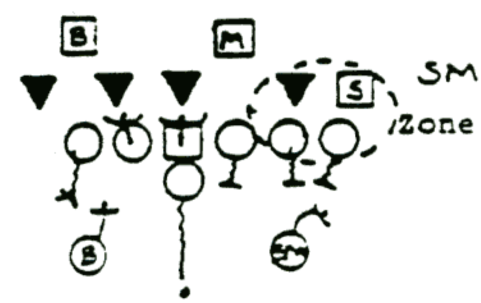



| Position | Calls | Responsibilities/Coaching POints |
|---|---|---|
| Center | Orange<br>Yellow | VS Even Front - Blk. Pocket Protection<br>VS 30 - Work "Yellow"/"Orange" Tech. With Your O.G.<br>Make Call |
| RT Guard | | Same as Pocket Pro. "Yellow" Call Work Zone Tech W/Center |
| LFT Guard | | Same As Pocket Pro. "Orange" Call Work Zone Tech W/Center |
| RT Tackle | | Same as Pocket Pro. Zone Stunts W/Y When to His Side. Sox |
| LFT Tackle | | Same as Pocket Pro. Zone Stunts W/Y When to His Side. Sox |
| Y | | Block Man Over You. Zone Stunts with O.T. On Your Side.Sox |
| HB | | CHK. OSLB (Could Be Safety). Both Safetites Up for Blitz<br>Blk. MDM Backside. Inside Out. No Blitz, Release. |
| FB | | Blk Safety (SS) No Release<br>Check Inside Out. Both Safeties Up Block,Toward Y,No Blitz |

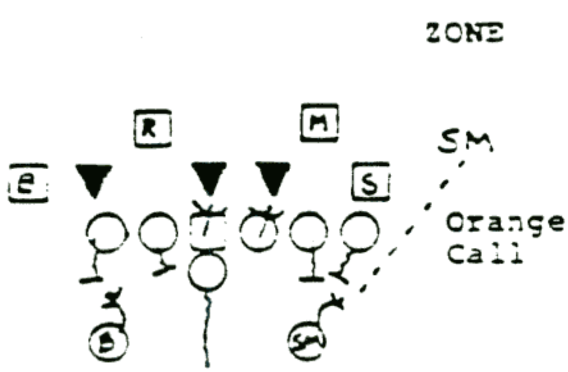
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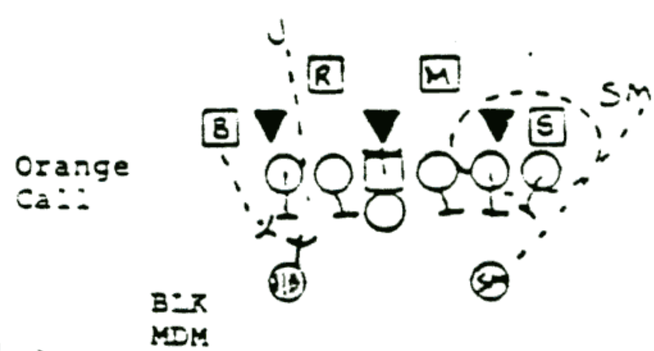

UNDER L




30 φ

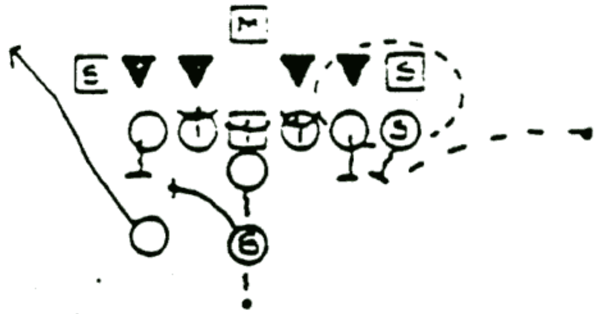



30 - Both Safeties Up.



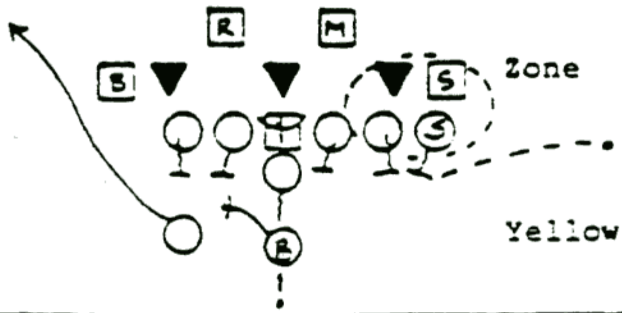
Protection: 70/71; 72/73 Backs Flow Weak. Second Back has OSLB Pick Up to Weakside Y Slow Block - Area with O.T. Possible "STAY" Call for Y. Possible "Axe" Call for Y.

40

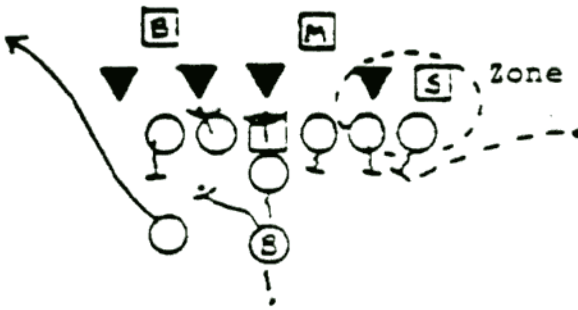


| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange Yellow | Same as Pocket Protection. Make Yellow/Orange Make Call Away from Y. |
| RT Guard | | • • |
| LFT Guard | | • • |
| RT Tackle | "Stay" "Axe" | Same as Pocket Protection VS 40 & 30 - Zone W/Y Your Side. "Stay" Call Y is Staying, May Call Axe. |
| LFT Tackle | | Same as Pocket Protection |
| Y | | Zone Any Stunts In Your Area W/Your Tackle Slow $ - (Be Setting Up Your Screen) On Tackle May Call "AXE". May use "Stay" Call. |
| HB | | Run Pattern Called. |
| FB | | Check Buck - Release |

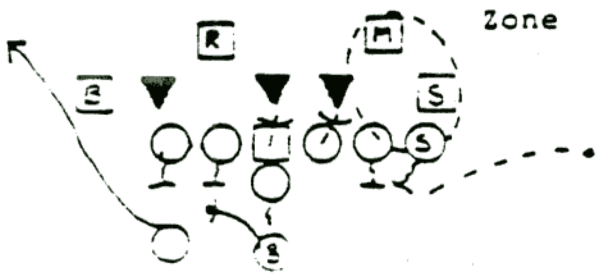
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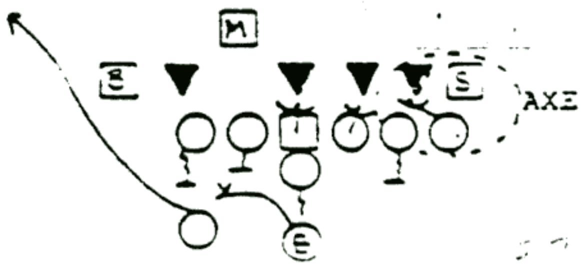

UNDER L



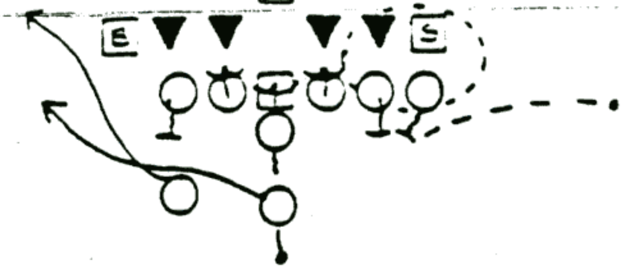

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OVER

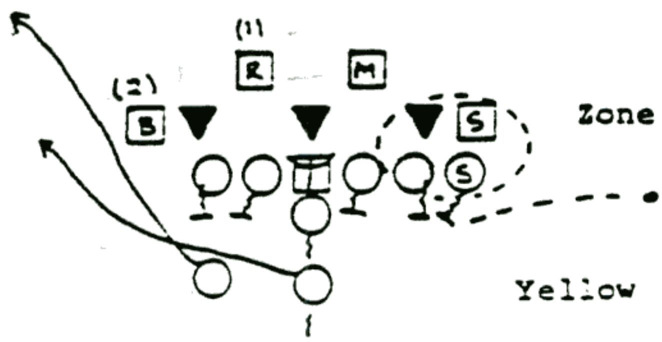


Both Backs Flow Wk With
Both on a Free Release.
Off Line Block Scat Wk.
Y Slow Block - Area with
O.T. (Like 70/71; 72/73)
May use "AXE" Call.
May use "Stay" Call.

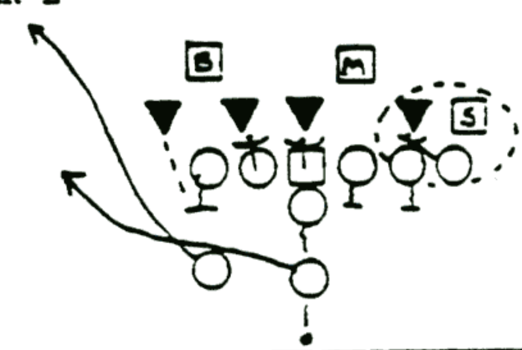



| Position | Calls | Responsibilities/Coaching POints |
|---|---|---|
| Center | Orange<br>Yellow | VS. 40 - Pocket Pro. V 30<br>Same AS Scat Protection. Make Yellow/Orange Make Call Away from Y. 74 Left; 75 Right |
| RT Guard | | VS 40 - Pocket Pro. V 30 Blk. Scat Protection.<br>74 - Scat Left. 75 Call Scat Right.<br>Scat is Away from Y. |
| LFT Guard | | VS 40 - Pocket Pro. V 30 Blk. Scat Protection -<br>74 Call - Scat Left. 75 Call Scat Right. |
| RT Tackle | "Stay"<br>"Axe" | 74 Call: Blk. Scat Left. Zone Stunts W/Y (SOX) Don't Fan<br>75 Call: Blk Scat Right 4LS (Loose Look) |
| LFT Tackle | | 74 Call: Blk Scat Left<br>75 Call: Blk Scat Right. Zone Stunts W/Y(SOX) Don't Fan 4LS (Loose Look) |
| Y | | Zone any Stunts in Your Area W/Your Tackle<br>Slow # - (Be setting Up Your Screen) On Tackle May Call "AXE". May use "Stay" Call |
| HB | | Run Pattern Called. Free Release |
| FB | | Run Pattern Called. Free Release |

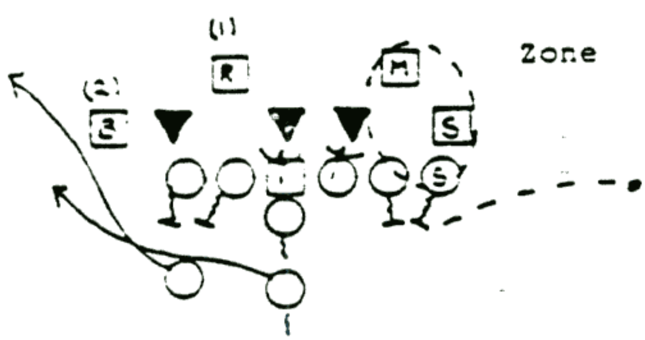
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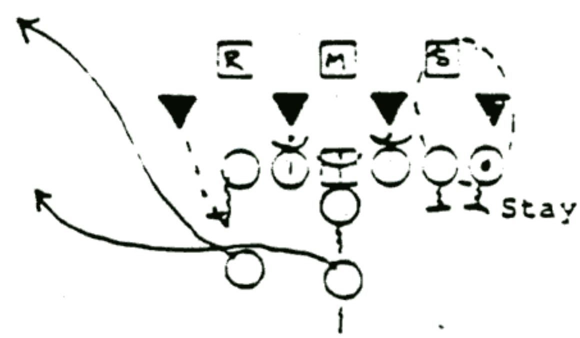

UNDER L




30 φ

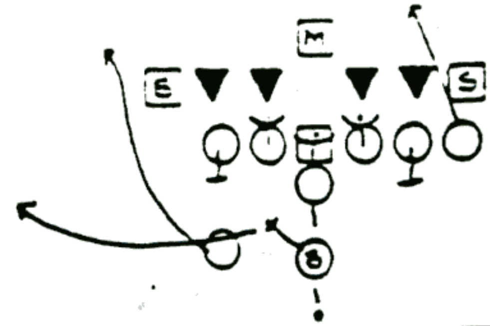



4 LS



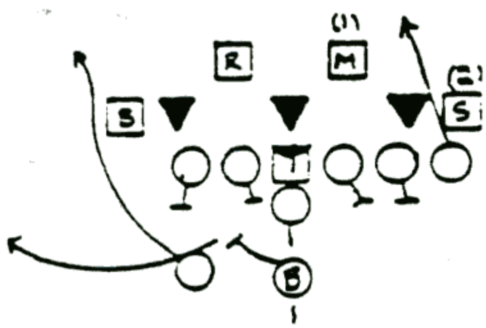
Protection: 76/77
Scat STG. Backs Flow Weak. HB has Free Release. FB Checks Buck Y has Free Release. O.Line Blocks Scat Strong

40

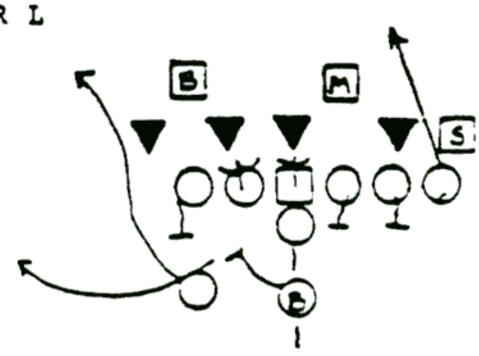



| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange<br>Yellow | V Even Front, - Block Pocket Protection.<br>V 30, Work Yellow - Orange W/Your O.G., Make Call Toward Y |
| RT Guard | | Covered, - Block Pocket Protection.<br>Uncovered: 76 BLK Scat Right, 77 BLK Scat LFT. |
| LFT Guard | | Covered, - Block Pocket Protection.<br>Uncovered, - 76 BLK Scat Right, 77 BLK Scat LFT. |
| RT Tackle | | V. Even Front, - Block Pocket Protection<br>V. 30 Front, 76 BLK Scat Rt 77 Block Scat LFT. |
| LFT | | V. Even Front, - BLK Pocket Protection<br>V. 30 Front, - 76 BLK Scat RT, 77 BLK Scat LFT |
| Y | | Free Release - Run Pattern Called |
| HB | | Free Release |
| FB | | Check Stub - No Dog, Release |

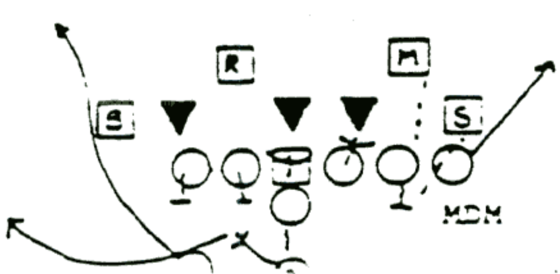
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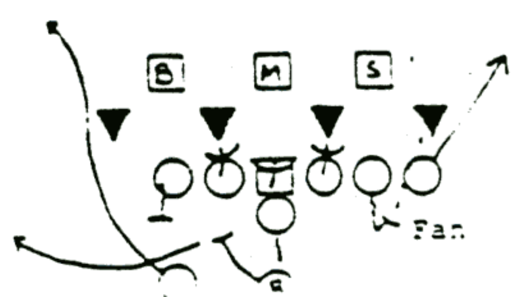

UNDER L



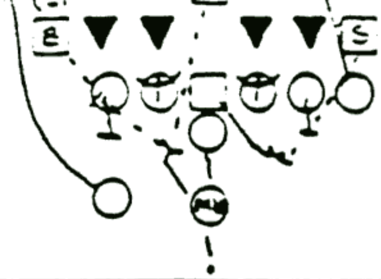

30 φ




4 LS

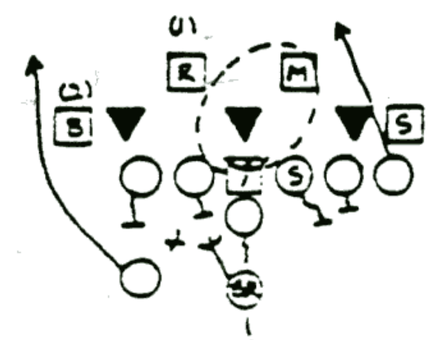


Slide Strong HB has Free Release. Open Lineman has OSLB Pick-Up. Line Slide to STG Side. Remaining Back has Dual Read Inside Out Away From Y.

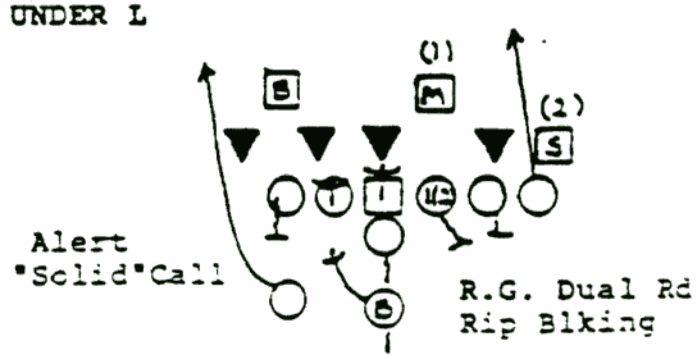


| Position | Calls | Responsibilities/ Coaching Points |
|---|---|---|
| Center | "You" "ME" | VS 40 - Clear Check Stub Hold A Middle Attitude<br>VS 30 Strong Arm - Check Inside Backer To Side of Slide(To Y)<br>VS Under Alert "Solid" Call |
| RT Guard | "Slide" | VS 40 Reg Pass Set - # DT - Be Ready to Man TT's. Alert You Call.<br>VS 30 276 BLK Slide RT, 277 BLK. Slide LFT<br>VS Under Alert "Solid" Call. |
| LFT Guard | "Slide" | VS 40 Reg Pass Set - # DT - Alert "You" Call. Man TT's<br>VS 30 - 276 BLK Slide RT, 277 BLK Slide LFT<br>VS Under Alert "Solid" Call. |
| RT Tackle | | VS 40 - Reg. Pass Set Block Man Over You<br>VS 30 - 276 BLK Slide RT, 277 BLK Slide LFT. |
| LFT Tackle | | VS 40 - Reg. Pass Set Block Man Over You<br>VS 30 - 276 BLK, Slide RT, 277 BLK Slide LFT |
| Y | | Free - Release - Run Pattern Called. |
| HB | | Free Release |
| FB | | VS 40 Check MLB to Buck Inside Out.<br>VS 30 Check Rover to Buck Inside Out. |

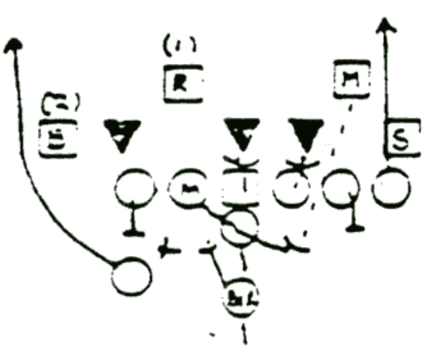
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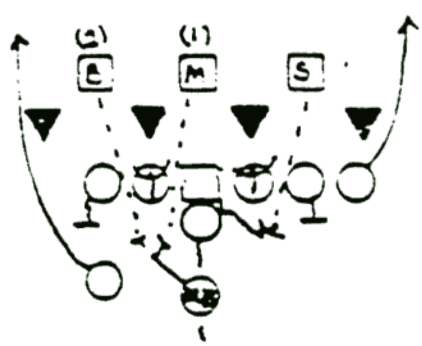
UNDER L



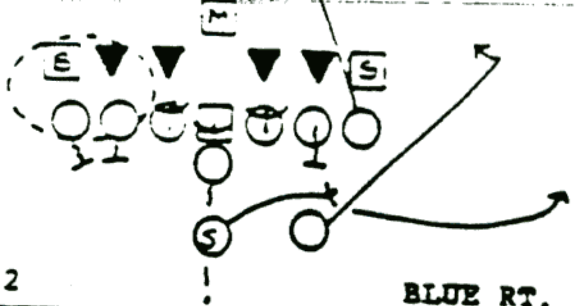

30 φ




4 LS



EAR BACK HAS FREE RE-
LEASE. FAR BACK HAS OSLB
PICK-UP. Y HAS FREE RE-
LEASE. U/X SLOW BLOCK.
LINE POCKET PROTECTION



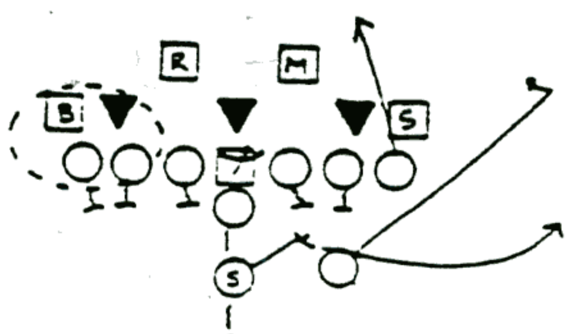
80/82

BLUE RT.

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS | |
|---|---|---|---|
| CENTER | ORANGE YELLOW | SAME AS POCKET PROTECTION | |
| T GUARD | | • • • ALERT YELLOW/ORANGE | |
| RT GUARD | | • • • ALERT YELLOW/ORANGE | |
| T TACKLE | "AXE" | SAME AS POCKET PROTECTION VS 40 & 30 WITH U/X SLOW BLOCKING BACKSIDE VS UNDER DEF. U/X IS STAYING. MAY CALL AXE V NORMAL OSLB D.E. LOOK | |
| RT TACKLE | "AXE" | SAME AS POCKET PROTECTION VS 40 & 30 WITH U/X SLOW BLOCKING BACKSIDE MAY CALL AXE. V NORMAL OSLB - D.E. LOOK | |
| TWO TE'S | STAY" "AXE" | Y FREE RELEASE RUN PATTERN CALLED | U/X SLOW BLOCK-ALERT "STAY" CALL - OR "AXE" CALL |
| B (NEAR BACK) | | RUN PATTERN CALLED; YOU HAVE NO PICK=UP - ALERT CHANGE | |
| B (FAR BACK) | | CHECK STUB-RELEASE - ALERT CHANGE | |

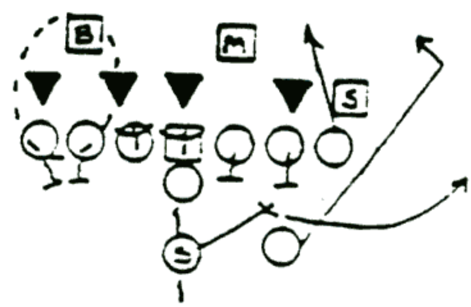
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ONE



UNDER

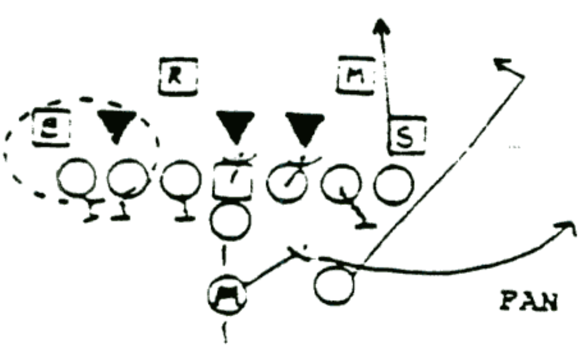
"STAY"



0 Φ

FB

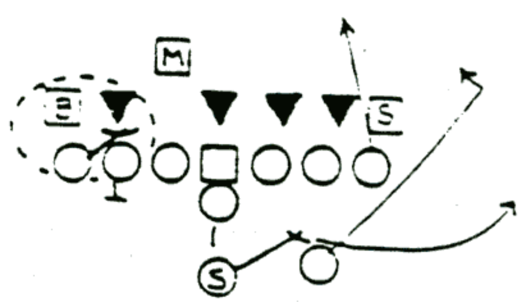
ONE



PAN

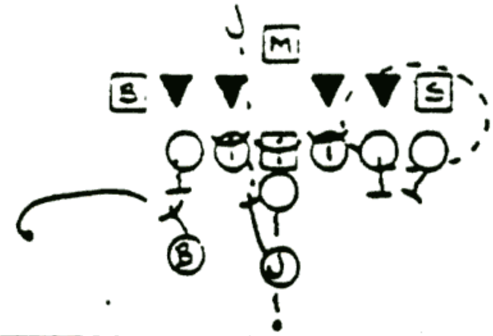
OVER

AXE



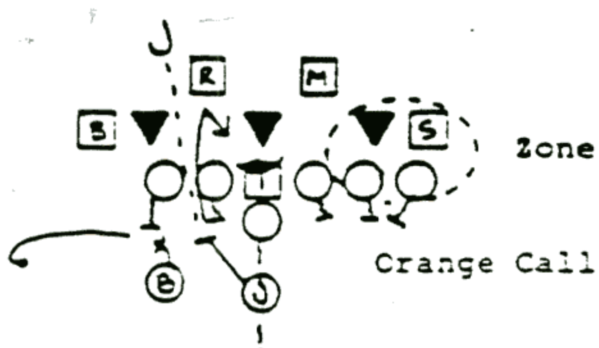
Protection: 78/79
Used in Safety Blitz Situations. Both Backs & Y In Protection. Both Backs Check Weakside. HB Check Outside Rusher - Slow Flat FB Check Xtra Rusher-Check Thru. O.Line Pocket.

40

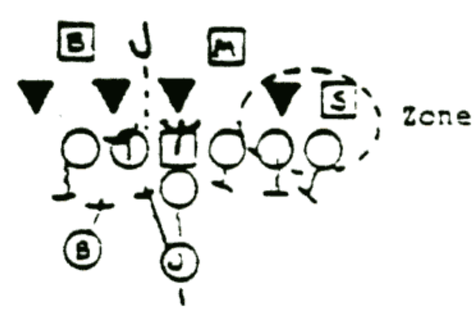


| Position | Calls | Responsibilities/Coaching Points |
|---|---|---|
| Center | Orange<br>Yellow | VS Even Front - BLK. Pocket Protection<br>VS 30 - Work Yellow/Orange Tech. With Your O.G.<br>Make Call Away From Backs. To Y. |
| RT Guard | | Same As Pocket Pro. Yellow Call Work Zone Tech W/Center |
| LFT Guard | | " " " " Orange " " " " " |
| RT Tackle | | Same As Pocket Pro. Zone Stunts W/Y When To His Side |
| LFT Tackle | | Same As Pocket Pro. Zone Stunts W/Y When To His Side |
| Y | | Block Man Over You. If 9 Man Front (Both Safeties Up) Set - Whoever Comes MDM |
| HB | | Check Outside Rusher (Could BE Safety)-None,Run Slow Flat |
| FB | | Check Xtra Rusher, (WS)<br>Check Inside Out. None, Check Thru. |

30



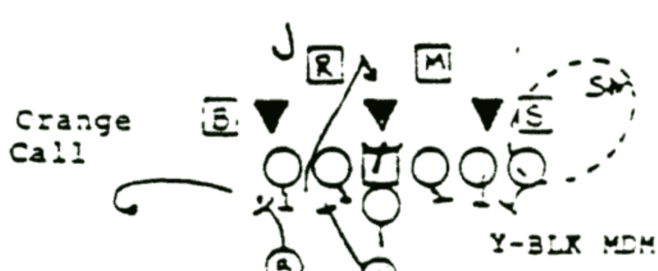

UNDER L




30 Φ

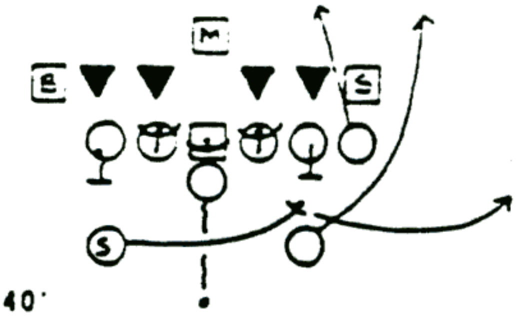



9 Man Front Both Safeties Up



PROTECTION: 84/85 SCAT
WEAK PROTECTION BOTH BACKS
FLOW STRONG. NEAR BACK
FREE RELEASE, FAR BACK
CHECK STUB. Y FREE RE-
LEASE

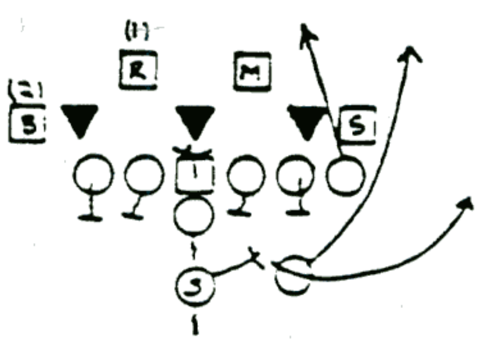
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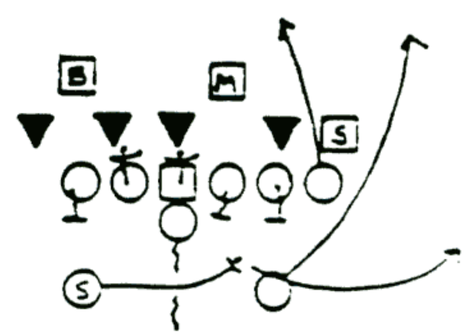
84 NO SCAT V 40

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | YELLOW | VS 40 - POCKET PRO<br>VS 30 - CALL YELLOW/ORANGE TO SCAT SIDE 84 LEFT-85 R<br>TAKE AWAY CALL SIDE |
| RT GUARD | | VS 40 - POCKET PRO. VS 30, 84 SCAT LEFT PROTECTION .85 SCAT RIGHT (DUAL READ). ALERT "YELLOW"/"ORANGE". |
| LFT GUARD | | VS 40 - POCKET PRO. VS 30 85 SCAT RIGHT PROTECTION 84 SCAT LEFT (DUAL READ). ALERT "YELLOW"/"ORANGE". |
| RT TACKLE | | VS 40 - POCKET PRO. VS 30 84 SCAT LEFT PROTECTION. 85 SCAT RIGHT PROTECTION. |
| LFT TACKLE | | VS 40 - POCKET PRO. VS 30 84 SCAT LEFT PROTECTION. 85 SCAT RT. |
| Y | | RUN ROUTE CALLED |
| FB<br>NEAR BACK | | - RUN ROUTE CALLED - FREE - RELEASE |
| HB<br>FAR BACK | | CHECK STUB - RELEASE - ALERT FAN |

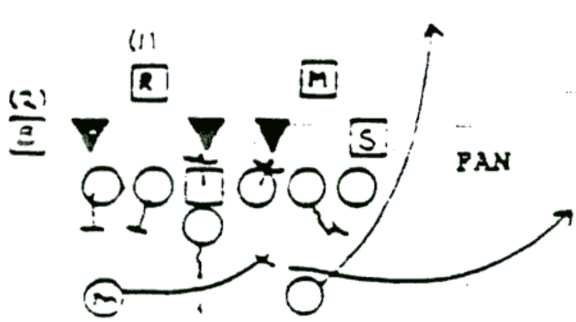
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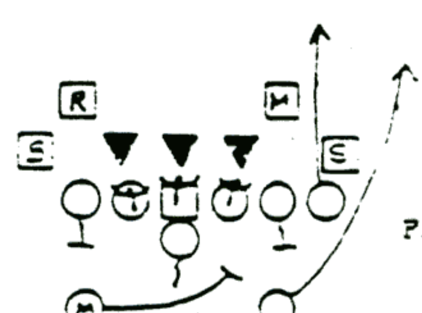
UNDER L



30 φ

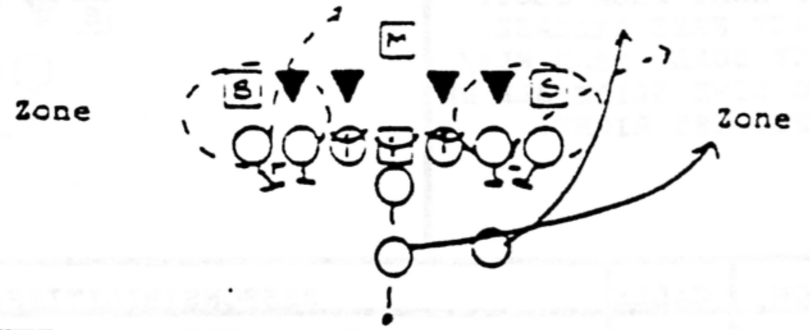



DBL SINK



PROTECTION: 88/89 (Y,U/X)
TWO TE' SLOW BLOCK OSLBS. ZONE SOX & WOX. POSSIBLE AXE CALL BY OT'S. HB & FB NO PICK-UP _ FREE RELEASE. OFF. LINE POCKET PROTECTION. ALERT "STAY" CALL. "AXE" CALL

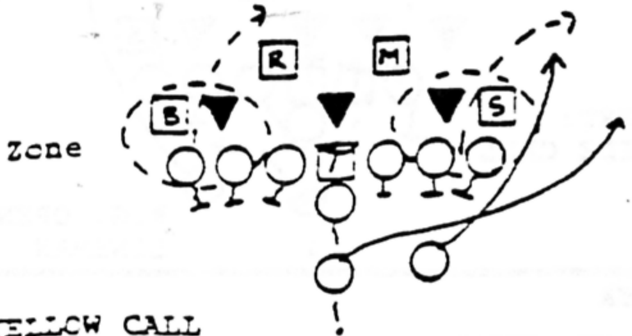
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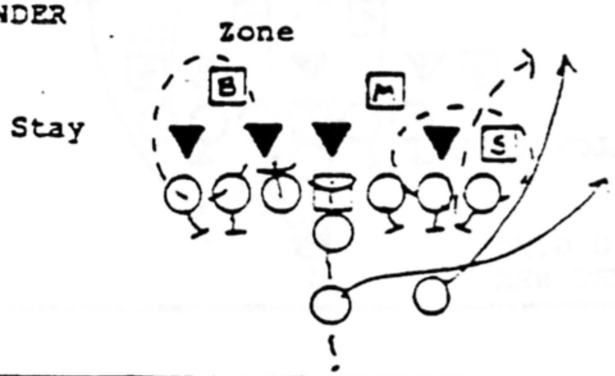

88

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | ORANGE YELLOW | SAME AS POCKET PROTECTION |
| RT GUARD | | • • • ALERT YELLOW/ORANGE |
| LFT GUARD | | • • • ALERT YELLOW/ORANGE |
| RT TACKLE | "SOLID "AXE" | SAME AS POCKET PROTECTION VS 40 & 30 WITH SLOW BLOCKING Y, U WHEN Y, U/X IS STAYING. MAY CALL AXE |
| LFT TACKLE | "AXE" | SAME AS POCKET PROTECTION VS 40 & 30 WITH SLOW BLOCKING Y, U/X MAY CALL AXE WHEN Y, U/X IS STAYING. |
| Y, U/X | | SLOW BLOCK - ALERT - "STAY" CALL ALERT "AXE CALL. |
| HB | | RUN PATTERN CALLED; YOU HAVE NO PICK-UP - FREE RELEASE |
| FB | | RUN PATTERN CALLED; YOU HAVE NO PICK-UP - FREE RELEASE |

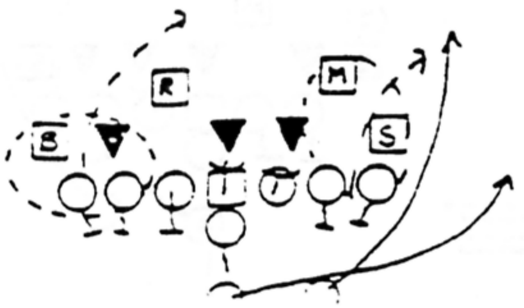
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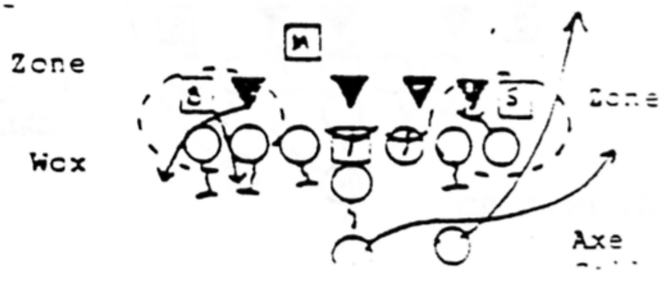

UNDER



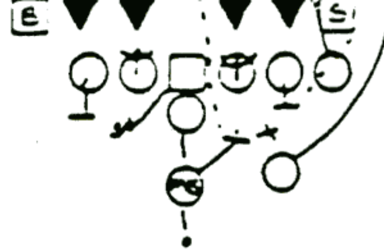

YELLOW CALL



OVER-W/AXE; W/WOX

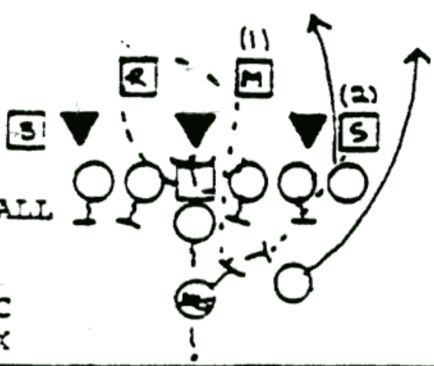


NEAR BACK FREE RELEASE.
FAR BACK DUAL. READ MLB/
STUB. O LINE SLIDE BLK WK
284 LEFT. 285 RIGHT.




| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | YELLOW ORANGE | 284 - BLK SLIDE LEFT. 285 - BLOCK SLIDE RIGHT |
| RT GUARD | SOLID | 284 - BLOCK SLIDE LEFT. 285 - BLOCK SLIDE RIGHT |
| LFT GUARD | SOLID | 284 - BLOCK SLIDE LEFT 285 - BLOCK SLIDE RIGHT (SOLID CALL DUAL RD) |
| RT TACKLE | | 284 - BLOCK SLIDE LEFT. 285 - BLOCK SLIDE RIGHT (SOLID CALL DUAL RD) |
| LFT TACKLE | | 284 - BLOCK SLIDE LEFT. 285 - BLOCK SLIDE RIGHT |
| Y | | RUN PATTERN CALLED |
| B (NEAR BACK) | | FREE RELEASE - RUN PATTERN CALLED. |
| B (FAR BACK) | | DUAL PICK-UP MAC TO STUB - ALERT "SOLID" CALL. ALERT FAN BLKING |

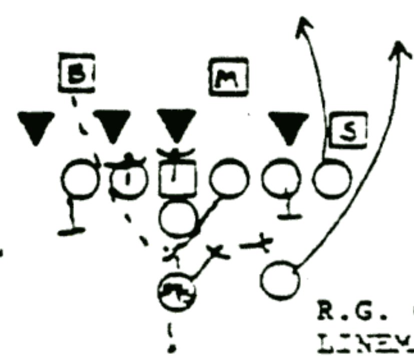
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YELLOW CALL

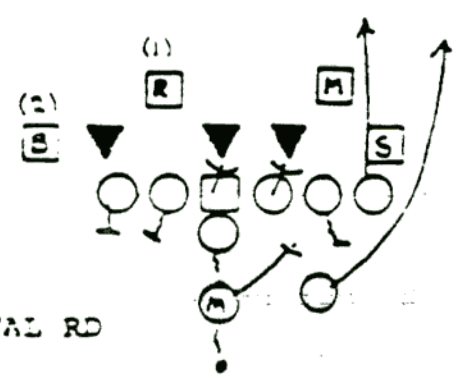
RT O.G./C
ALERT NRX

UNDER L




ALERT:
SLIDE CALL

R.G. OPEN
LINEMAN

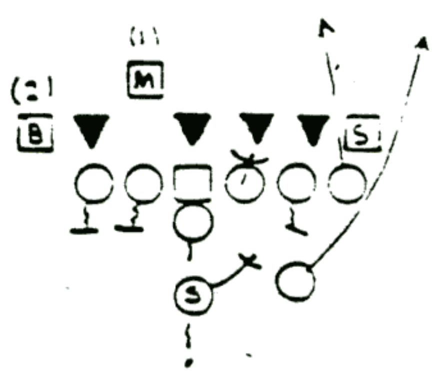



FAN

"SOLID"
CALL

.G. DUAL RD

OVER




"SOLID"
CALL

# RECEIVER ALERTS

ITUATION

ORMATION

LAY

SSIGNMENT

PLIT

.S.L. (PRE SNAP LOOK)

TANCE (SEE THE BALL AND THE DEFENSE)

ELEASE (ANGLE OF DEPARTURE (DON'T BE HELD UP)

.O.M. (SEE TWO DEFENDERS TO READ THE COVERAGE--READ ON THE MOVE)

ASIC PLAY

DJUSTMENT AM (BE DECISIVE SO THE QB CAN DECIDE)

LOCK - CONTACT POINT

ASS - BREAKING POINT

ATCH

JN

RODUCTION/NO EXCUSES

NOW THE BIG PICTURE 1ST

ORK ON THE LITTLE THINGS 2ND

WR TIPS VS. MAN COVERAGE

1. Must Beat Defender With A Controlled Burst
2. Know That The Defender Reads Your Shoulders and Hips, Not Head Fakes.
3. Study Yourself To See What Tips You Unconsciously Give The Defender That Tell Him When You Are At The Breaking Point.

   Example:
   A. Arms Spread At Break
   B. You Become Erect (& Show Your Numbers At Break).
   C. Arms Stiffen At Break
   D. Hands Make A Fist At Break
   E. ----------And Others---------

WR TIPS VS ZONES

1. Be Ready To "Slide" To Open Area-Show Your Numbers To the QB.
2. Get Deeper Than the LBERS So They Lose Vision of Your Route.
3. If Running A Moving Pattern, Be Alert To "SIT DOWN"In The Hole In Zones.
4. When You "SIT DOWN", Signal The QB By Turning Your Shoulders Toward The Passer. This Tells Him You Are Settling Down.
5. Burst At The End Of Your Pattern (Before You Break) To Create A Cushion Between LBERS and [illegible]

SECTION "J"

# Wide Receiver Routes

J3 Basic Tree

J4 Quick Out

J5 Hitch

J6 Slant

J7 Out

J8 Circle Out

J9 Comeback

J10 Corner

J11 Go

J12 Hook

J13 Curl

J14 IN

J15 Center

J16 Stick

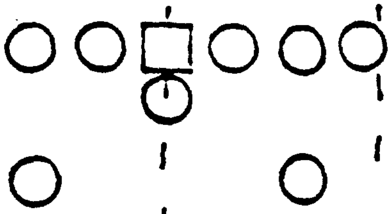
J17 Post

# WR SPLIT RULES

(X) -1- #

**X Routes**

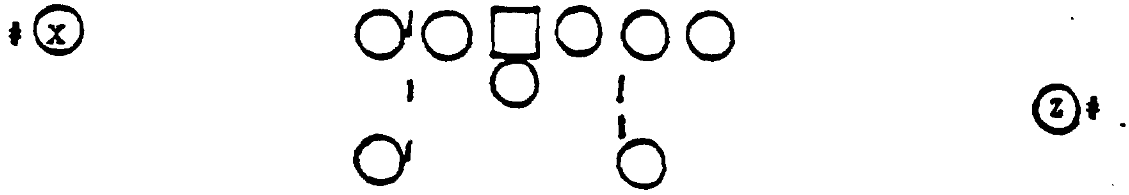
QK Out
SQ Out
Cir Out
Corner
Go

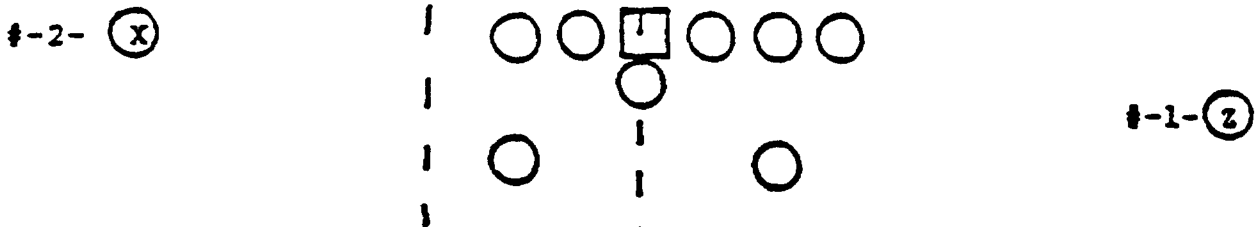


(Z) -2- #

**Z Routes**

QK Out
SQ Out
Cir Out
Corner
Go



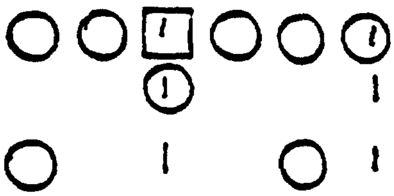




**Note:** We will refer to the above Rules as the Outside Route Rule.

(X) -3- #

**X Routes**

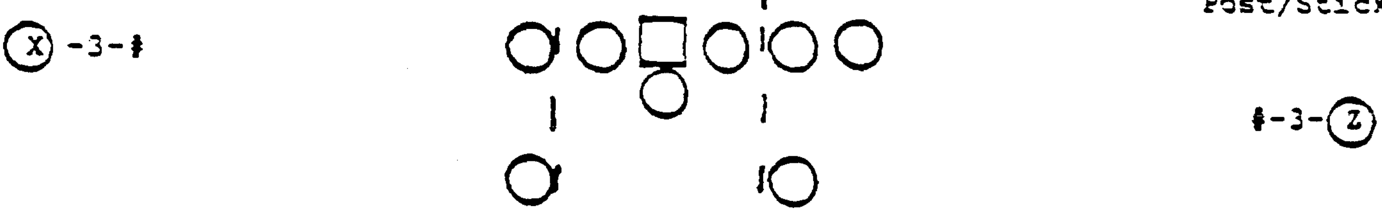
Hitch
Slant
Hook/Curl
In
Post/Stick

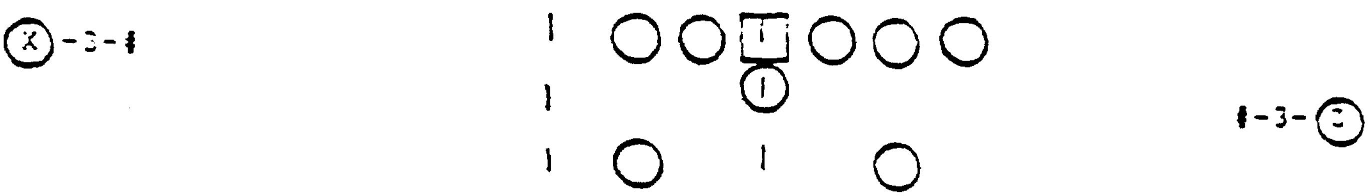


# -3- (Z)

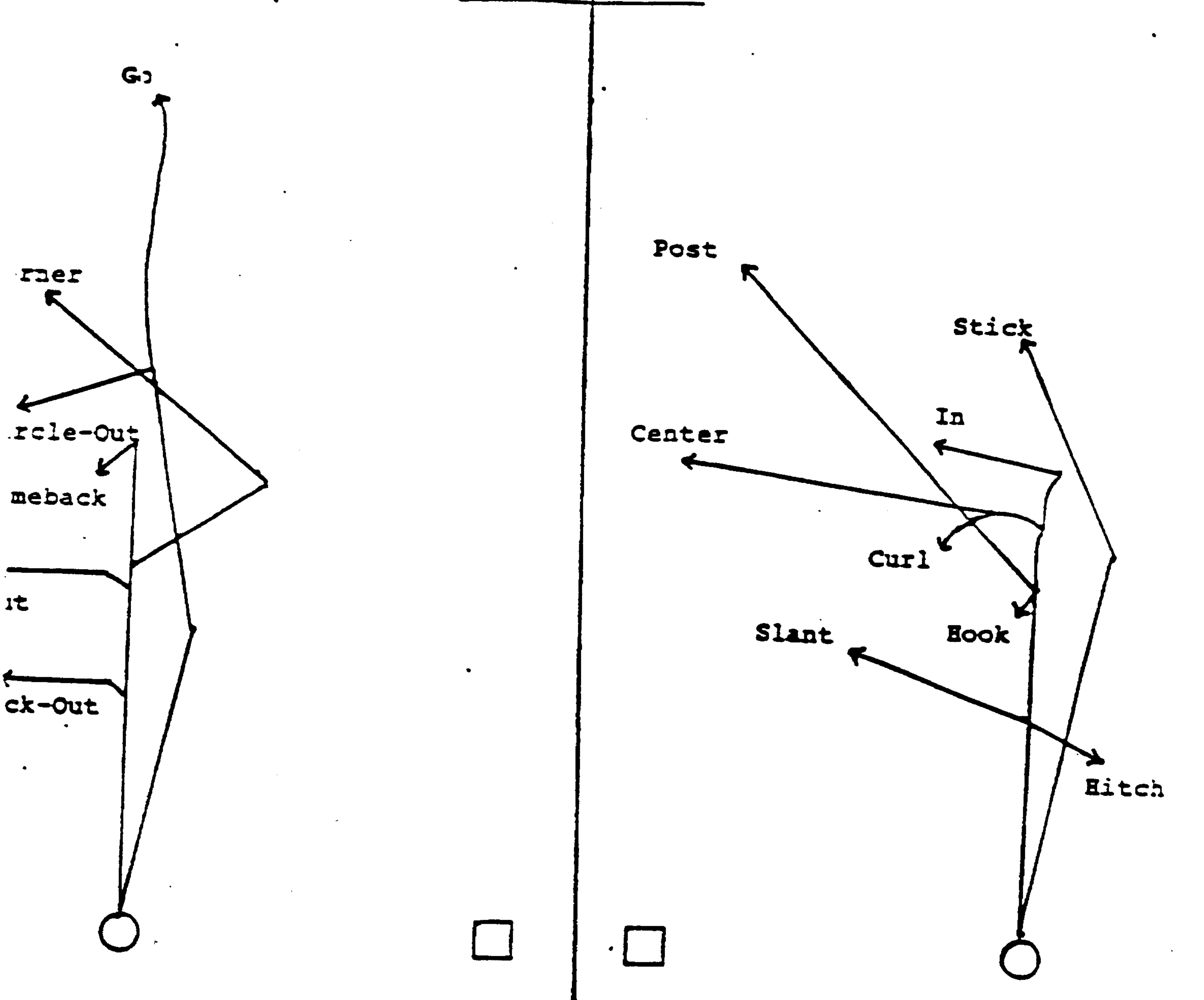
**Z Routes**

Hitch
Slant
Hook/Curl
In
Post/Stick



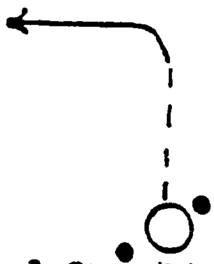



BASIC | TREE



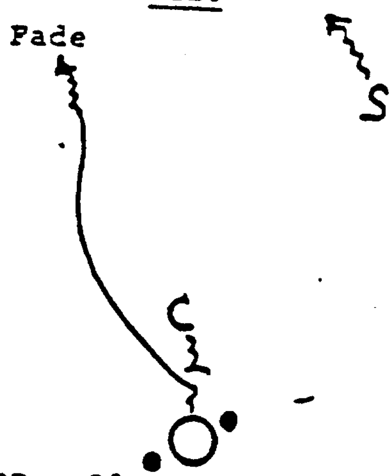

| side Routes | Inside Routes |
|---|---|
| uick Cut - 4 Steps at 7 yards. | 1. Hitch - 5 Steps at 7 yards. |
| ut - 6 Steps at 12 yards | 2. Slant - 5 Steps at 7 yards. |
| omeback - Push up to 18 yards. | 3. Hook - Push up to 12 yards. |
| ircle Out - Inside out to 20 yards. | 4. Curl - Push up 12/17 yards. |
| orner - Post Move at 10/12 yards. | 5. Center - Over ball at 15/18 yards. |
| e - Inside Cut on the Corner. | 6. IN - Break at 17 yards. |
| | 7. Post - Deep Down the Middle. |
| | 8. Stick - Inside Seam at 12 yards. |

OFF



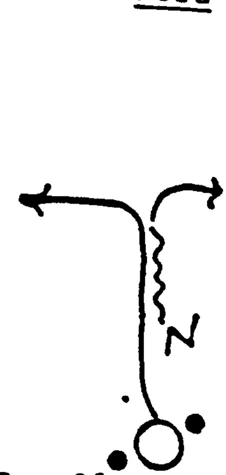
QB - 3 Step/Pivot

CLEO




QB - Alert Corner Retreat

NOSE



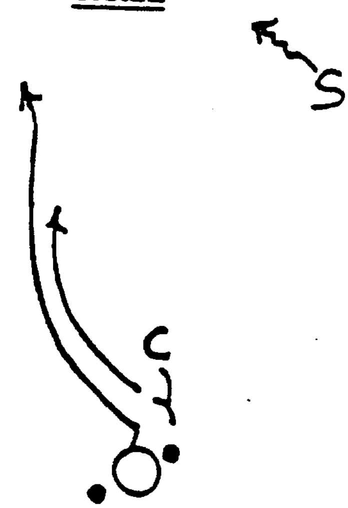

QB - Alert Hump

BUMP



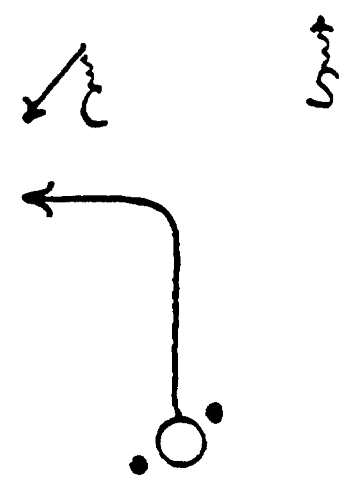

B - Alert Quick Go

TRAIL




QB-Alert to Safety

BRACKET




QB - Alert Corner Outside

xplosion Off the L.O.S. - Break Out Off Inside Foot on 4th Step.

. Know Split Rule________________

. Catch the ball out in front at 7 yards.

Turn up after the Catch.

Alert: Blitz/Scramble Rule.

arterback

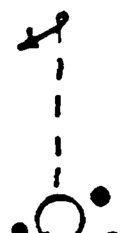
3 Quick Steps - Pivot Throw -- Put Ball out in Front.

Anticipate Cleo - R.O.M.

P.S.L. other Adjustment Looks. Know Sam Alignment.

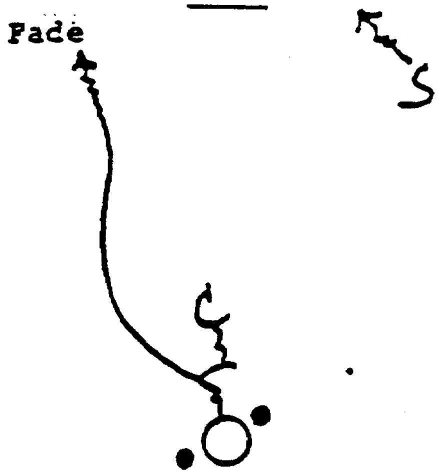
Alert Go Call.

OFF



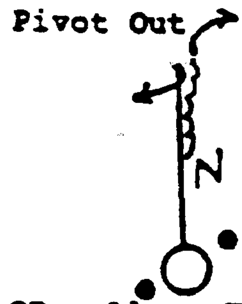
- Throw to Outside Shoulder

CLEO



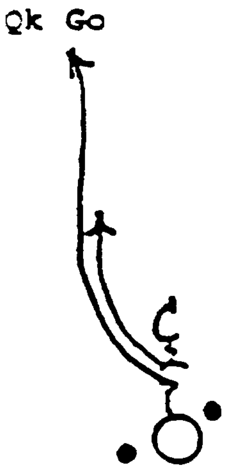

QB-Alert Corner Retreat

NOSE



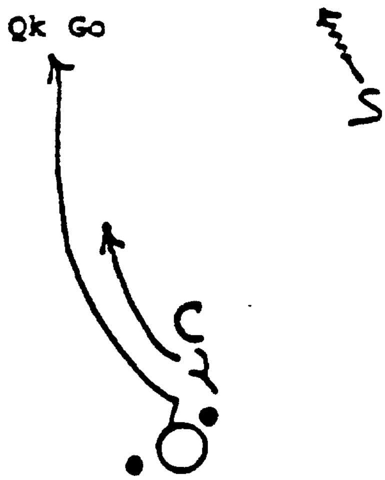

QB - Alert Hump

BUMP



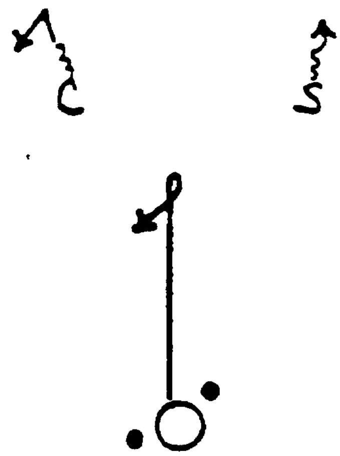

Alert Quick Go

TRAIL




QB-Alert to Safety

BRACKET



QB-Alert Corner Outside

'osion off the L.O.S. -- Stop on the Outside Foot on the 5th Step.

Know Split Rule____________________________.

Expect the ball on the Outside Shoulder.

Turn Up After Catch.

Alert Blitz/Scramble Rule.

terback

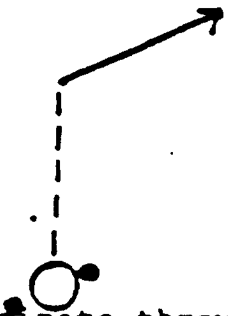
3 Steps - Pivot Throw - Don't Telegraph.

Anticipate Clwo - R.O.M.

P.S.L. Other Adjustment Looks - Know Sam Alignment.

Alert Go Call

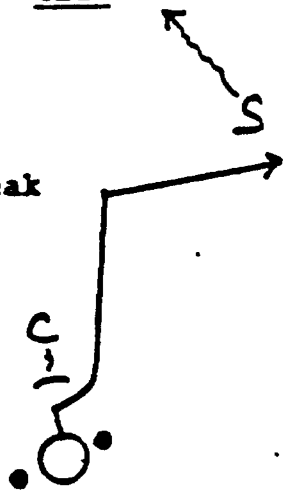
**OFF**



QB - Anticipate throwing lane.

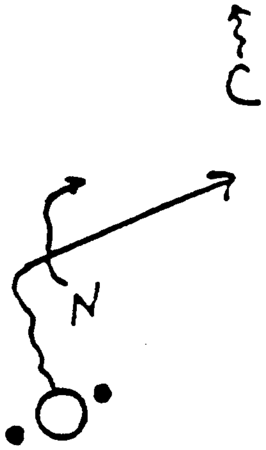
**CLEO**

Flat Break




QB-Alert to Hold Ball

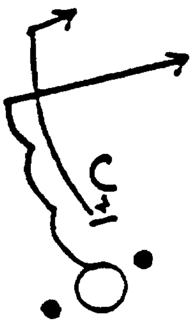
**NOSE**




3 Steps - Slip Under

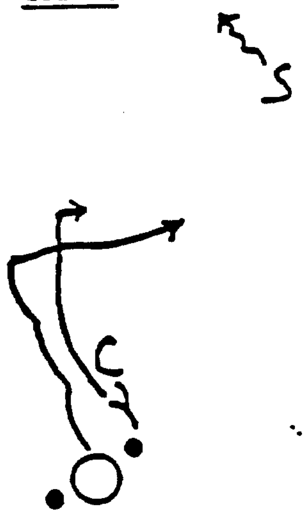
**BUMP**

3 STEPS - Slip Under




QB - Alert to Hold Ball

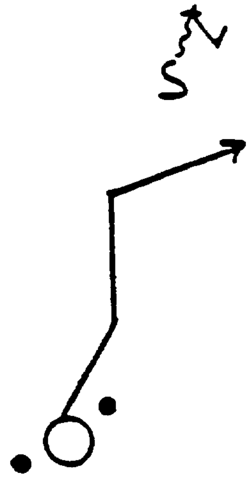
**TRAIL**




QB - Alert to Hold Ball

**BRACKET**

Burst Work Safety



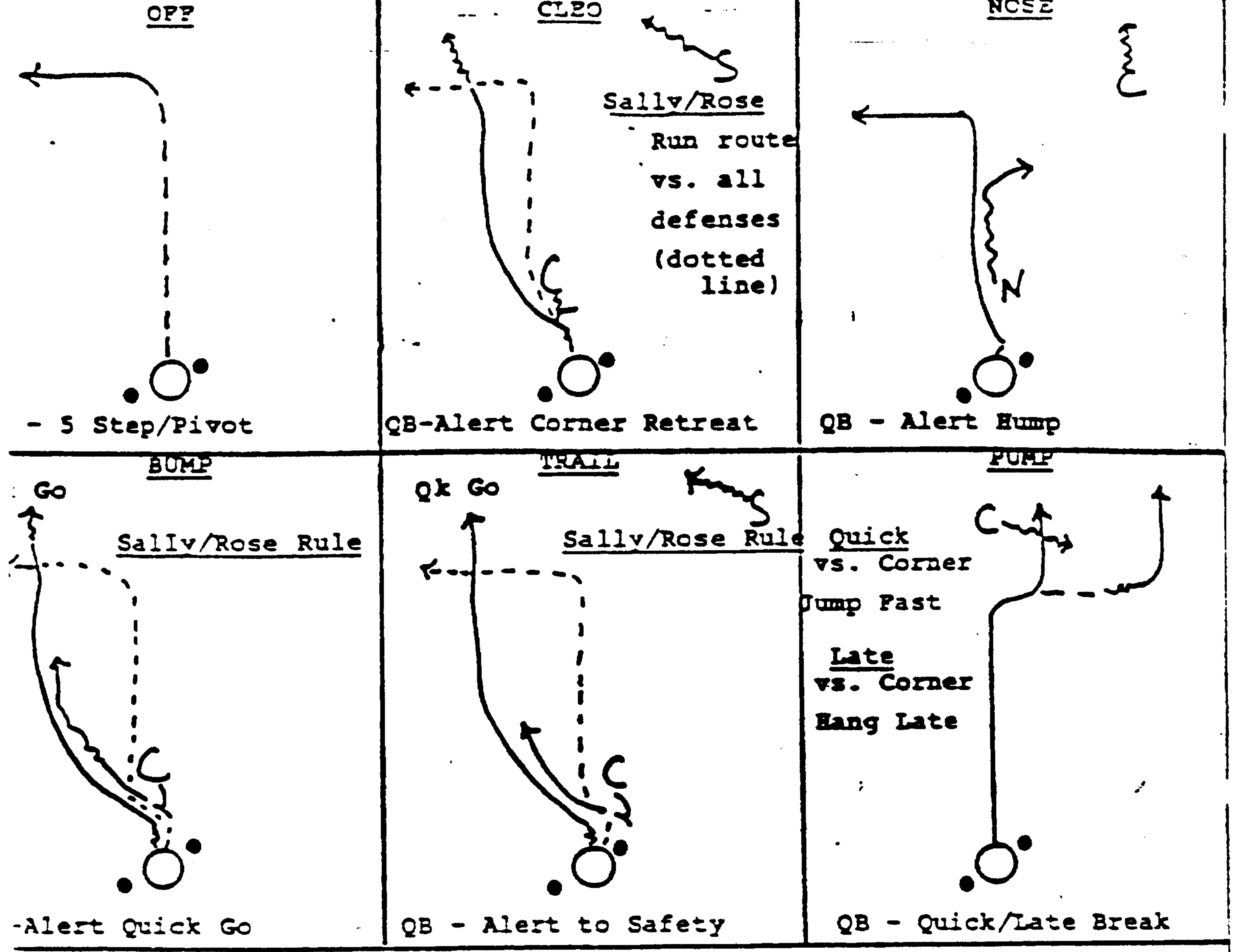

Work Inside Defender.

Explosion off the L.O.S. - Break In Off the Outside Foot on 5th Step.

1. Know Split Rule________________________.
2. Must Break Deeper Than Under Coverage -- No Fake on Break.
3. Expect the Ball between Buck and M-Bkr.
4. Get inside the Corner vs. Cleo/Bump.
5. Alert Plus 9 In (3 Step)/Blitz/Scramble Adjustments.

<u>Quarterback</u>

1. 3 Big Steps - Pivot Throw - Put ball in Front.
2. Anticipate Lane between Buck and M Bkr.
3. Must allow for Cloud/Bump Adjustments.
4. P.S.L. Coverage Adjustment Looks. <u>Know Sam Alignment</u>.
   Alert Go Call.




…is is a Mechanical Route. Release straight Off the L.O.S. break off the …side foot on the 6th Step at 12 Yards.

Know Split Rule________________________

Be under control at the top of the route.

Do Not Stop Your Feet or Show Your Numbers on the Break.

Must release outside vs Cleo/Bump.

Know if the play is Sally/Rose - Must release outside VS Cleo/Bump(Trail)/Nose.

Alert Blitz/Scramble Rule.

…rterback

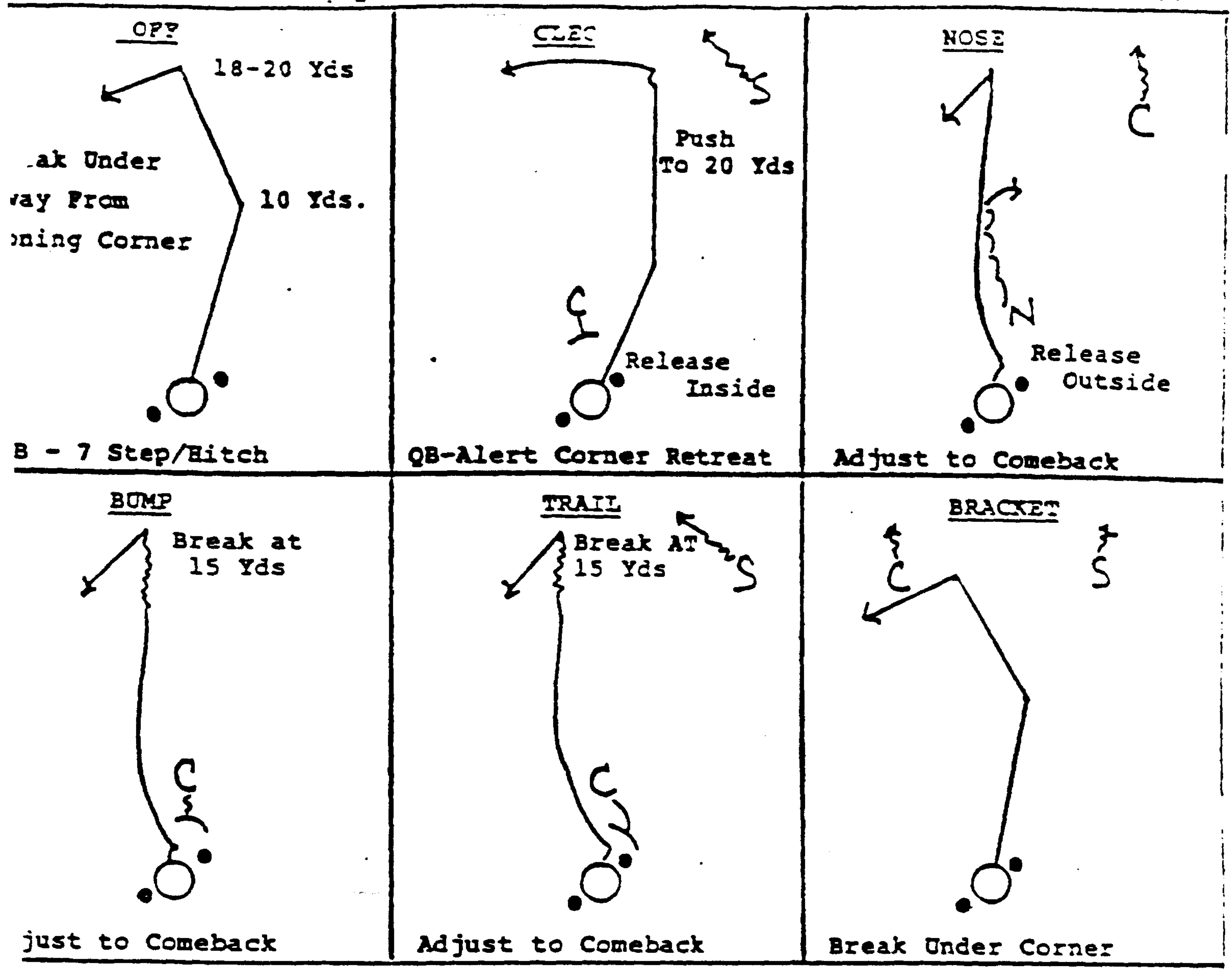
5 Quick Steps - Pivot Throw -- Put ball out in Front.

Look for throwing lane to Receiver. None there--Don't Throw.

Anticipate Cleo/Bump Adjustments.

P.S.L. Coverage Adjustment Locks. Know Sam Alignment.

Alert Go Call.




gle inside to 10 yards - Bend back outside, break off inside foot.

Know Split Rule__________________________.

First Break - Challenge the Corner. Push inside 10 yards deep.

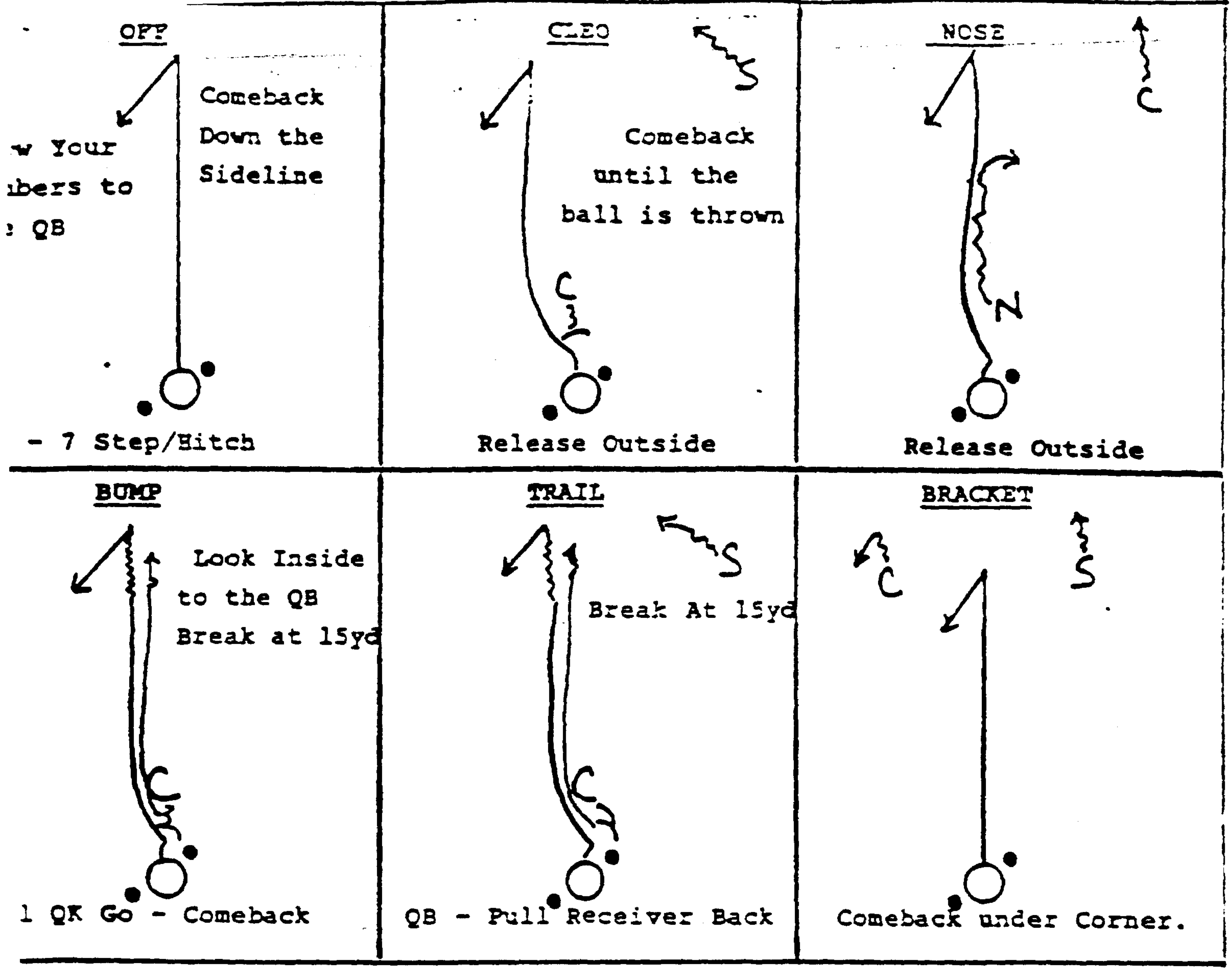
Final Break - Over Original Position 18/20 yards deep break back toward L.O.S. - Ball caught 18/16 yards.

Do not slow down on the breaks - Speed route.

Alert Blitz/Scramble.

rterback

7 Step/Hitch - Ball thrown to a spot as final break is made. Must not hold ball waiting for break.
Corner must be driven back - if not, Don't Throw!
Anticipate Cleo/Bump - Alert adjust to Comeback.
P.S.L. Coverage Adjustment look. Know Sam Alignment




ıanical route. Push - Plant inside foot at 18 yard area - comeback.

Know Split Rule ____________________

Must release outside vs. Cleo/Bump.

Comeback down the Sideline until the ball is thrown.

Know if Primary (No Deeper than 18 yards) or as an outlet (Be 18 yards deep - Key the QB for Comeback).

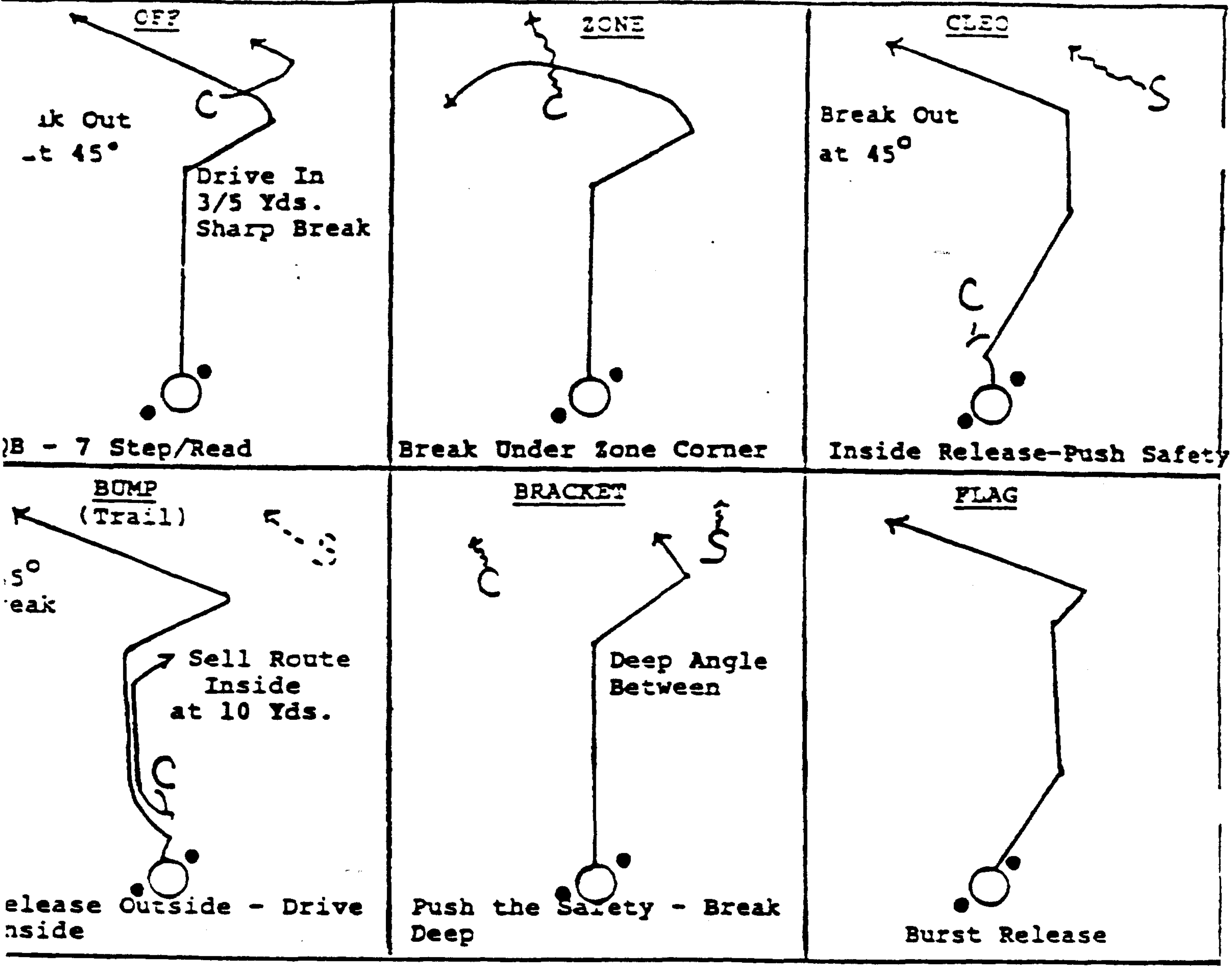
Alert Blitz/Scramble

terback

7 Step/Hitch - Pull Receiver Down the Sideline.

Anticipate Coverage Adjustments. Know Sam Alignment.

## CORNER




harp post move at 10/12 yard area, drive 3/5 yards inside - Break out at 5° angle.

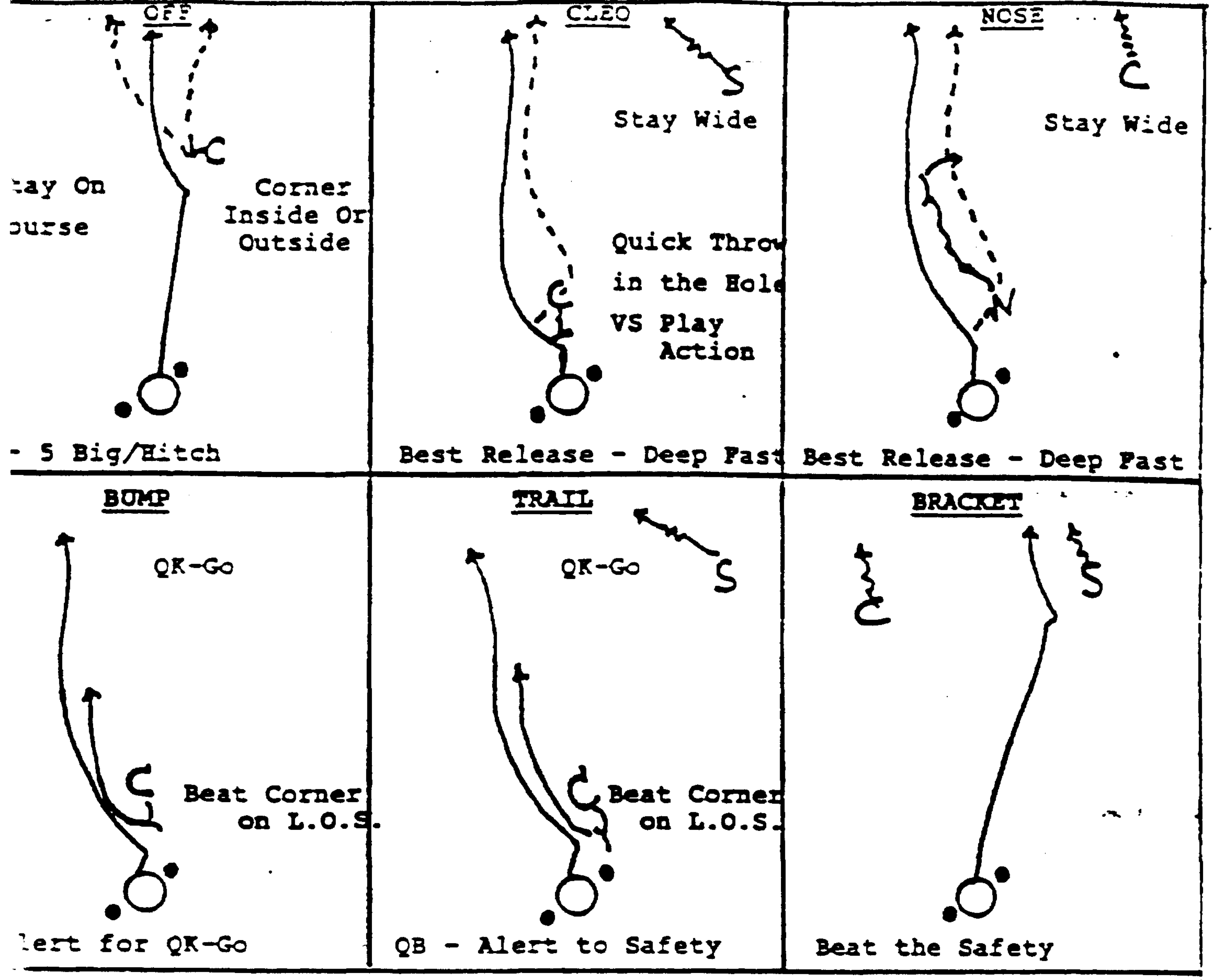
- Know Split Rule_______________
- Break out under the Corner - Corner Squats. Go Behind.
- Plus 20 to 9 - Break for Near Flag/ Plus 9 in Break for Far Flag. Ball is thrown to the flag.
- Be alert to Coverage Adjustments - Be Decisive.
- Alert Blitz/Scramble.

uarterback

- 7 Step Drop - Set up Fast. Cannot be late delivering Ball.
- P.S.L. Adjustment Looks - Read Receiver as route develops, release the ball when the receiver looks back.

  The ball should be caught at 20/25 yards deep.

  Do Not Throw if Corner Sitting Outside Watching You. Vs. Cleo be aware of Corner retreating.

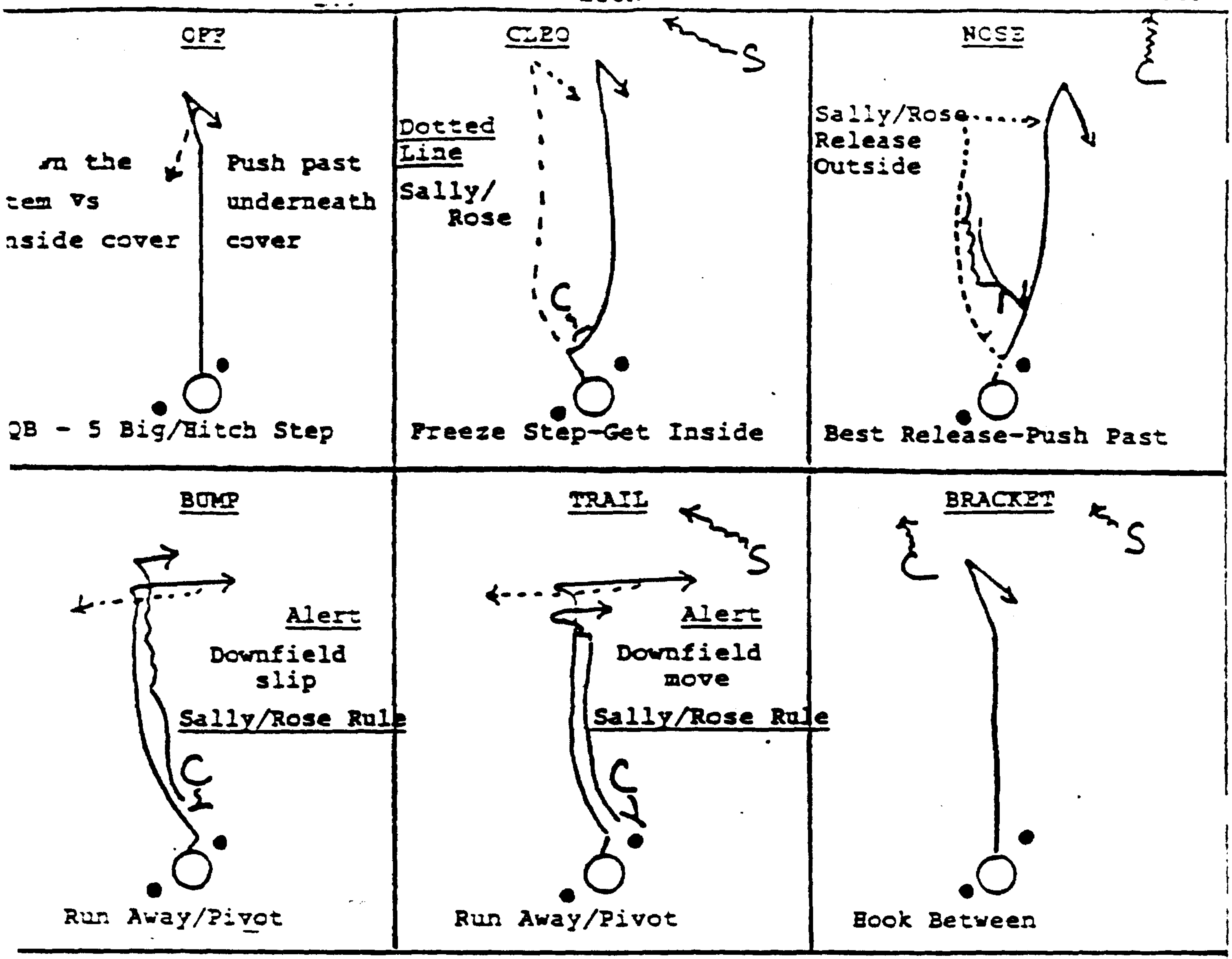



ode off the L.O.S.-Inside out on Corner. Run Him Down. Break by
er when your right on him. Receiver is on a Track.

Know Split Rule________________________
Must try to run around the Corner.
Corner Widens stay on Track. Run up his inside shoulder.
Ball is thrown to a Point Down Field - Receiver must stay on Track and
Dig to get to the ball.
Alert Blitz/Scramble.

terback

5 Big/Hitch - Ball thrown on Time with ARC. The ball is up in the air
before the Receiver clears the Corner - Make the Receiver Dig for the
ball.
P.S.L. Cover look for complete 1-on-1 - Know Sam Alignment.




xplosion off the L.O.S. -- Push to 12 Yards or past the underneath Coverage.
lant outside foot and Comeback.

. Know Split Rule_________________________.

. Must create throwing lane for the QB.

-- Basic/Down Stem/Run Away/Pivot --

Know if Sally/Rose - Must release outside of Cleo/Bump(Trail)/Nose.

Alert Blitz/Scramble

arterback

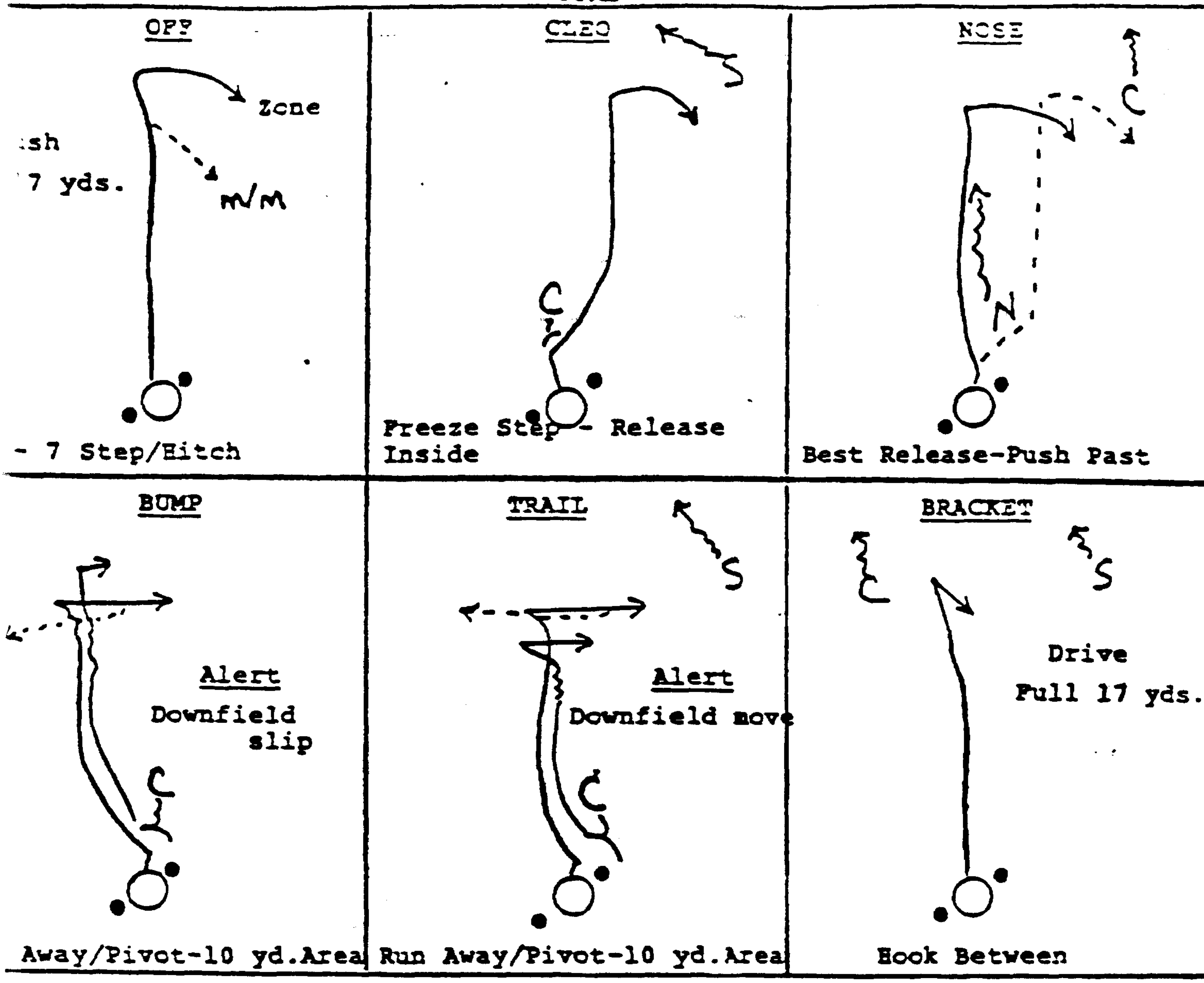
5 Big/Hitch -- Shoulder to Shoulder Throw -- Timed.

Must have throwing lane.

Anticipate Cleo/Bump Adjustments.

P.S.L. Coverage Adjustment Looks. Know Sam Alignment.

Alert Go Call.

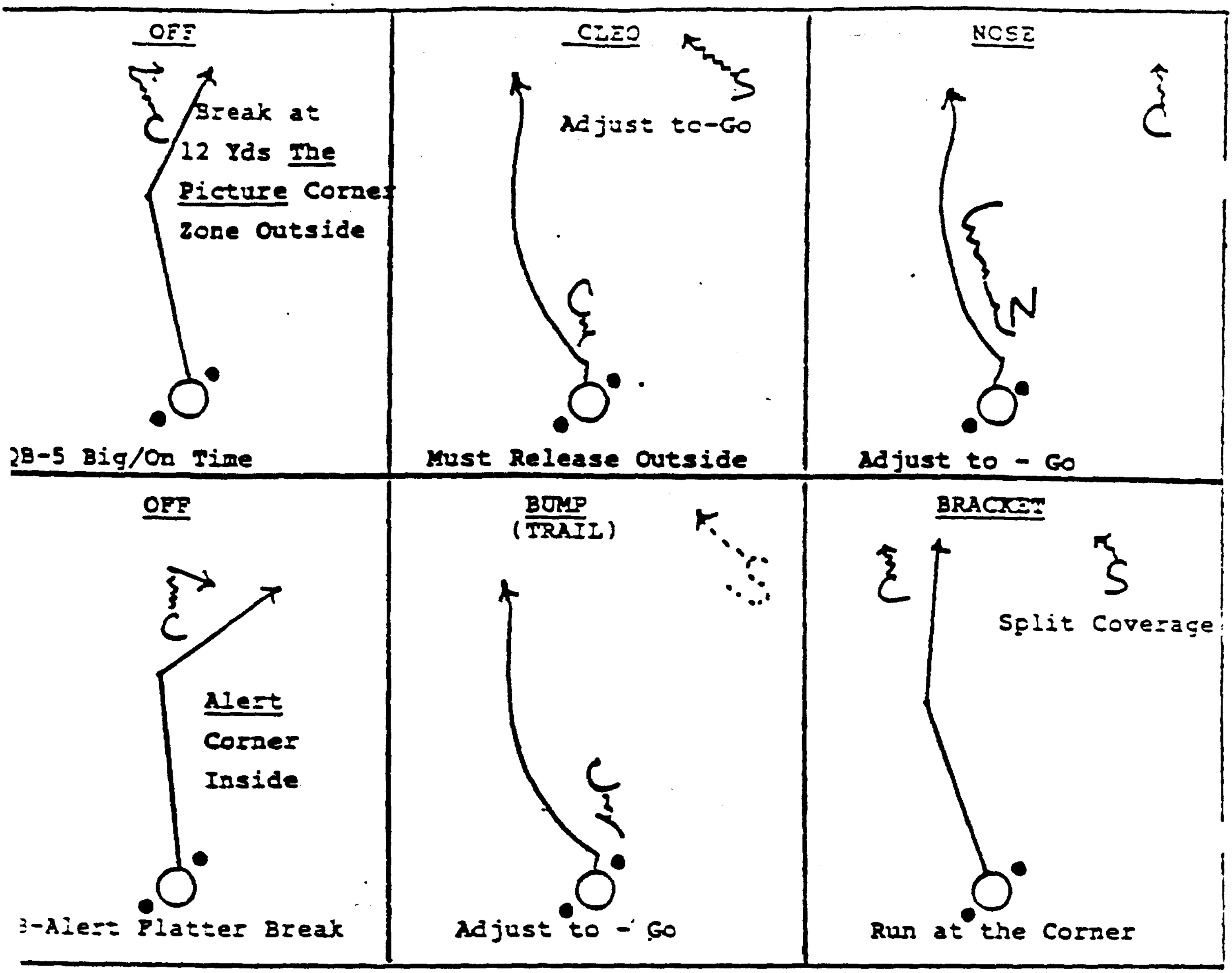



M/M Curl Develops at 12 Yards - Plant Outside Foot. Comeback Vs. Zone
Develops at 12/17 Yards - Show QB your numbers, comeback.

Know Split Rule: Basic____________________ Beat MBkr______________
Must Curl behind LBkrs - Comeback till QB Throws.
Read Combination of Corner/Safety and Under Coverage inside.
Basic Approach: Force Corner Deep - Get beyond Lbker. Curl between defenders - Catch ball coming toward L.O.S. - Never allow defenders to get inside or under you.
Alert Blitz/Scramble.

terback

7 Step/Hitch - Throw on aniticpation/as receiver breaks into open area.
Must be aware of coverage getting under receiver from inside (M-bkr).
Do not pull receiver inside.
Alert X read and break vs Dog no Jack Middle/Jack Blitz.
P.S.L. Coverage Adjustment Look. Know Sam Alignment.




int The Picture: Corner Outside Technique - Zone Explode at the Corner's itside Shoulder -- Force a Hard Retreat, get into the Seam between the orner/Safety.

Know Split Rule___________________________.

Must Push Full 12 Yards _ Ball Thrown on Time

No Move - Angle Inside of Corner -- Not into Jack.

Ball Caught 18-20 Yards Deep.

Anticipate Coverage Adjustments - Be Decisive.

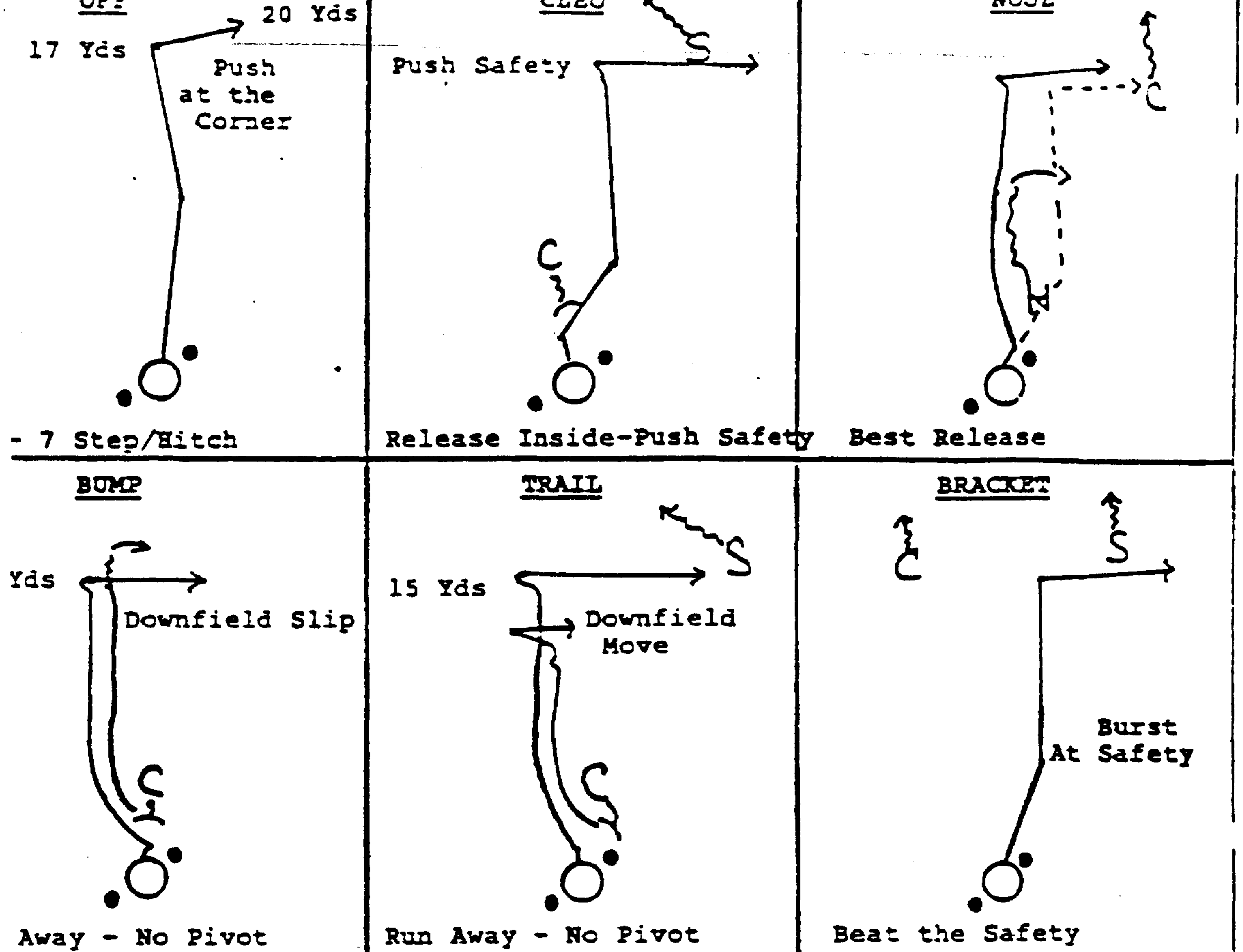
arterback

5 Big/On Timed Throw -- Must Not Pull REceiver into Jack.

Alert Coverage Adjustment Looks -- Know Where Sam/Jack are.

Receiver Should Catch Ball Running Toward Goalline - Seam

No Throwing Lane (The Picture) - No Throw.

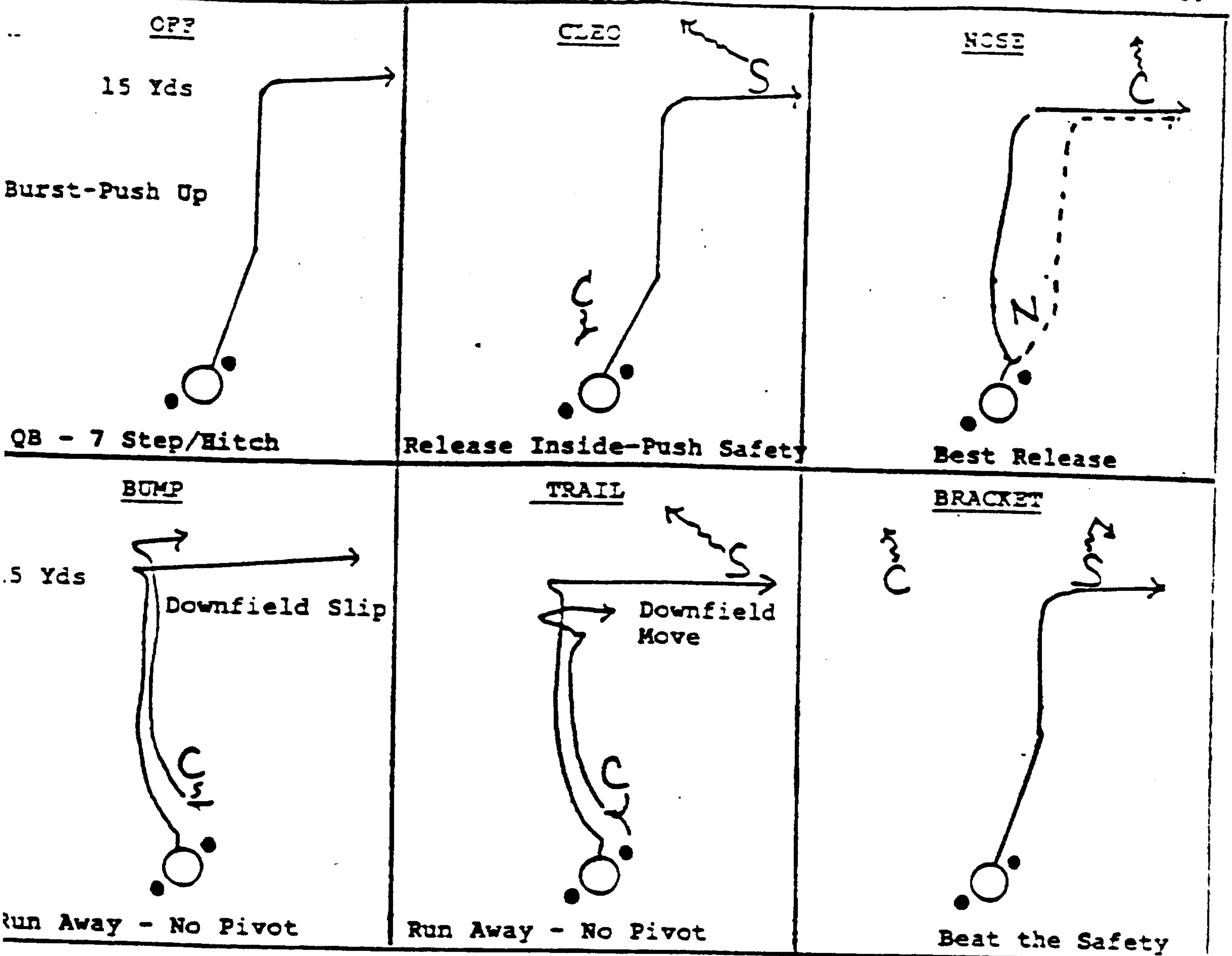



ght inside release - Break inside at 17 yards off the outside foot. Angle
yards - Catch ball inside edge of numbers.

Know Split Rule________________________________
Alert to Flat break vs. Corner inside technique.
Must stay away from Jack Middle.
Shorten route vs. Bump/Trail.
Alert Blitz/Scramble.

terback

7 Step/Hitch - Don't telegraph/hold Jack.
Must anticipate throwing lane on inside edge of the numbers.
Anticipate Cleo/Bump.
P.S.L. Coverage Adjustment Look. Know Sam Alignment.

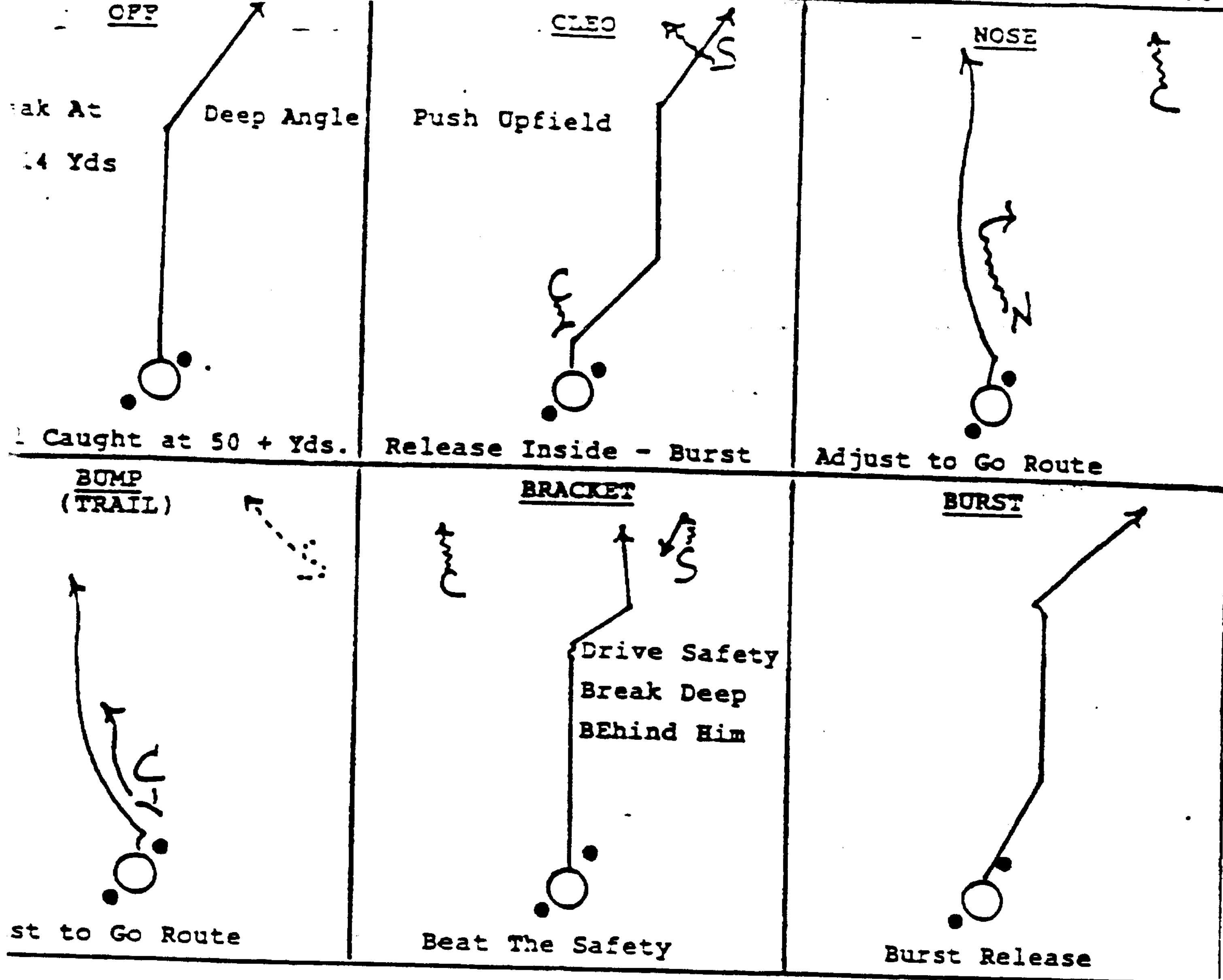



urst release, drive up to 15 yards. Speed Break at 15 yards. Make catch t 15/18 yards over the ball.

- Know Split Rule ________________
- Flat Break - Run away from the Corner.
- Shorten Route vs. Bump/Trail.
- Alert Blitz/Scramble.

uarterback

- 7 Step/Hitch - Key Jack, must have throwing lane.
- Put ball in Front of Receiver.
- P.S.L. Coverage Adjustment Look. Know Sam Alignment.




c Deep Post - Single-Double Move/Burst by Game Plan. Receiver must Dig the Ball -- Over the Shoulder Catch.

Know Split Rule ______________________________.

Must Know Adjustments - Do Not Be Held Up - Get Deep.

Alert Blitz/Scramble.

erback

7 Step Drop/Hitch - Ball Thrown with Deep ARC--Behind Jack

.S.L. for Coverage Adjustment Locks.

Must Know where Safeties are -- None/Short/Deep.

SECTION "K"

## Pass Pattern System

K1 Pass Pattern System

K2 Ace RT 26 FB Flat Y Choice

Ace RT 228 H Close Z Smash

K3 Deuce RT 50 RKY Z IN

Deuce RT Kick 51 KLY Z IN

K4 H Runs the Inside Receiver Route

Trey RT T RKY Z IN

K5 Flank 50 LKY Z IN

Flank T 50 LKY Z IN

K6 Flex RT T 50 LKY Z IN

Flex RT 26 RIM Y Choice

# PASS PATTERN SYSTEM

## I. Introduction

The Passing Game is called using Two Digits - The First Digit is the Series. The Second Digit is the type of Protection and TE(Y) location (Even - RT/Odd - LT). A Third Digit or name will indicate a variation in Protection. The Number Call with the Primary Route Call is the Pass Play. Example: 52 Z In.

A. Regular and Slot are 2 Back Formations

X = Weak Receiver Assignment.

Y = Inside Receiver Assignment

Z = Strong Receiver Assignment.

B. Single Back Formation

1. Ace Treat as 2 Back Slot

   Y = Weak Receiver Assignment

   X = Inside Receiver Assignment

   Z = Strong Receiver Assignment

2. Deuce same as 2 Back except Kick Causes the Following Changes:

   Y Takes Back Assignment

   Z = Weak Receiver Assignment

   H = Inside Receiver Assignment

   X = Strong Receiver Assignment.

3. Trey is the Same as 2 Back except Twitch Call Causes the Following Changes:

   H Runs Inside Receiver Assignment and Y Takes Back Assignment.

4. Flank - Treat As Slot, except Twitch Call Causes the Following Changes:

   H Runs Weak Receiver Assignment and Y Takes Back Assignment.

5. Flex Treat as Slot except Twitch Call Causes the Following Changes:

   H Takes Weak Receiver Assignment

   Y Takes Back Assignment.

2. Deuce same as 2 Back except Kick Causes the Following Changes:

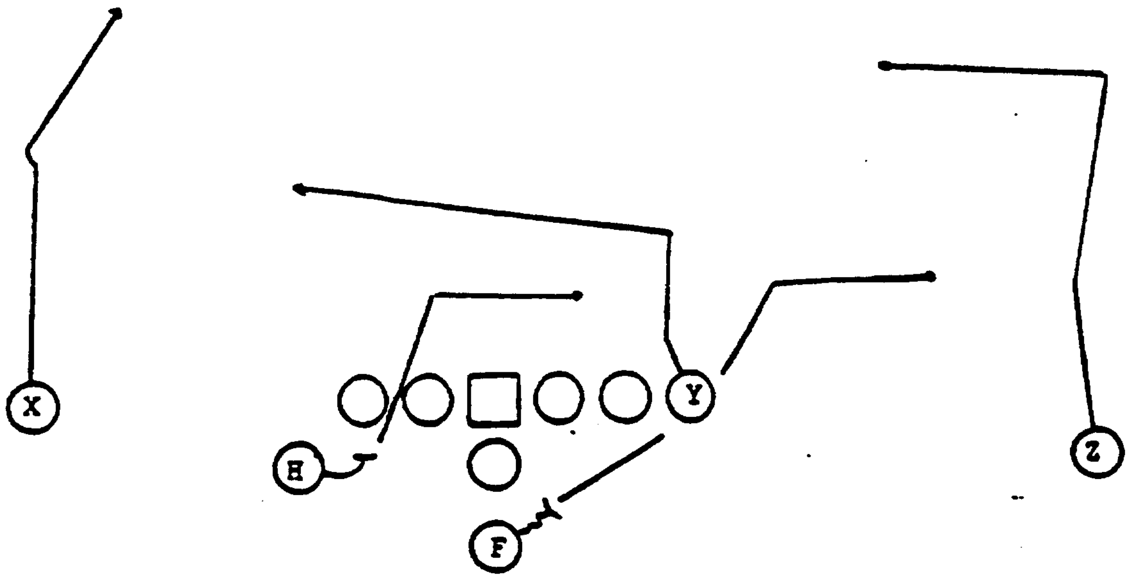
Y Takes Back Assignment

Z = Weak Receiver Assignment

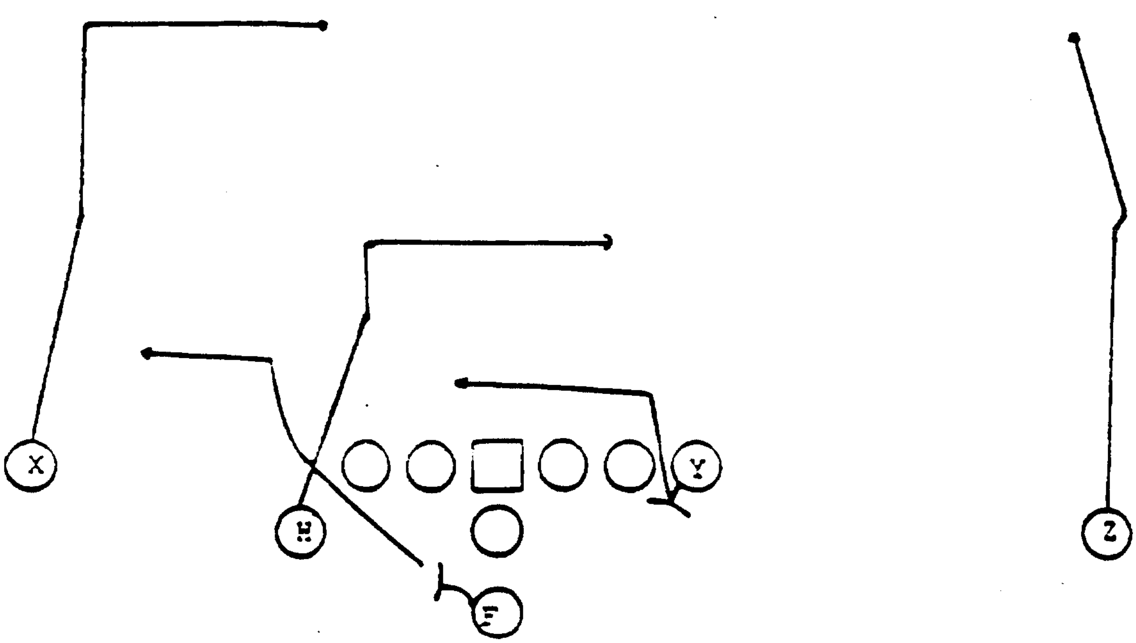
H = Inside Receiver Assignment

X = Strong Receiver Assignment

<u>Deuce RT 50 Rky Z In</u>

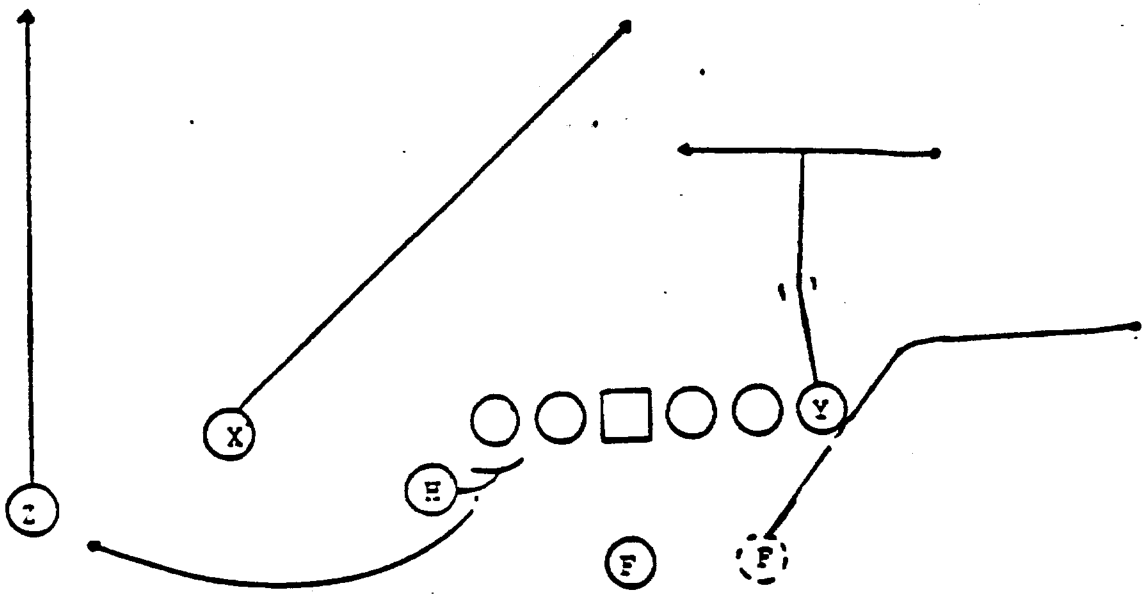



<u>Deuce RT Kick 51 Lky Z In</u>

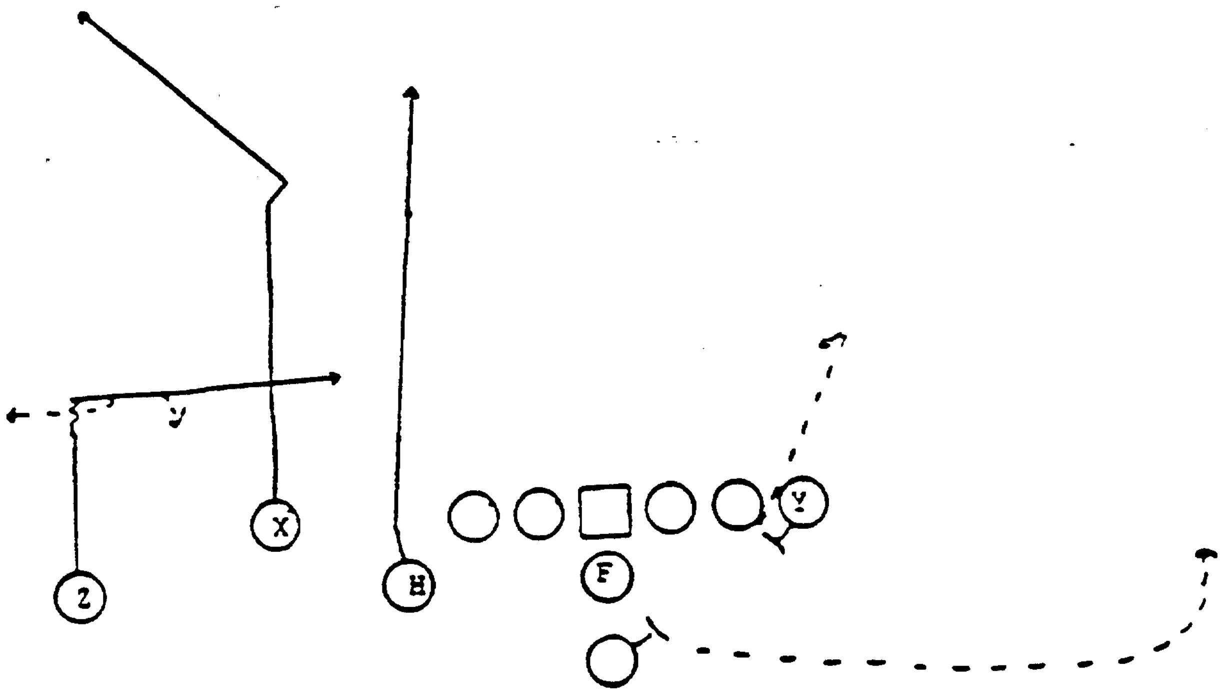


1. Treat as 2 Back Slot

Ace RT 26 FB Flat Y Choice




Ace RT 228 H Close Z Smash

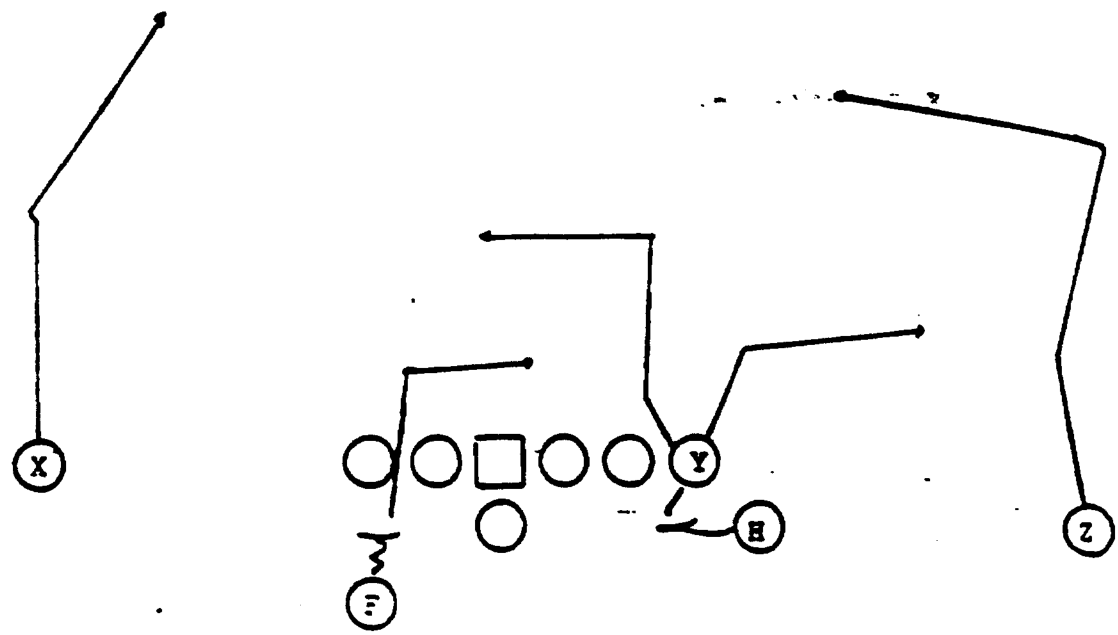


3. Trev is the same as 2 Back except

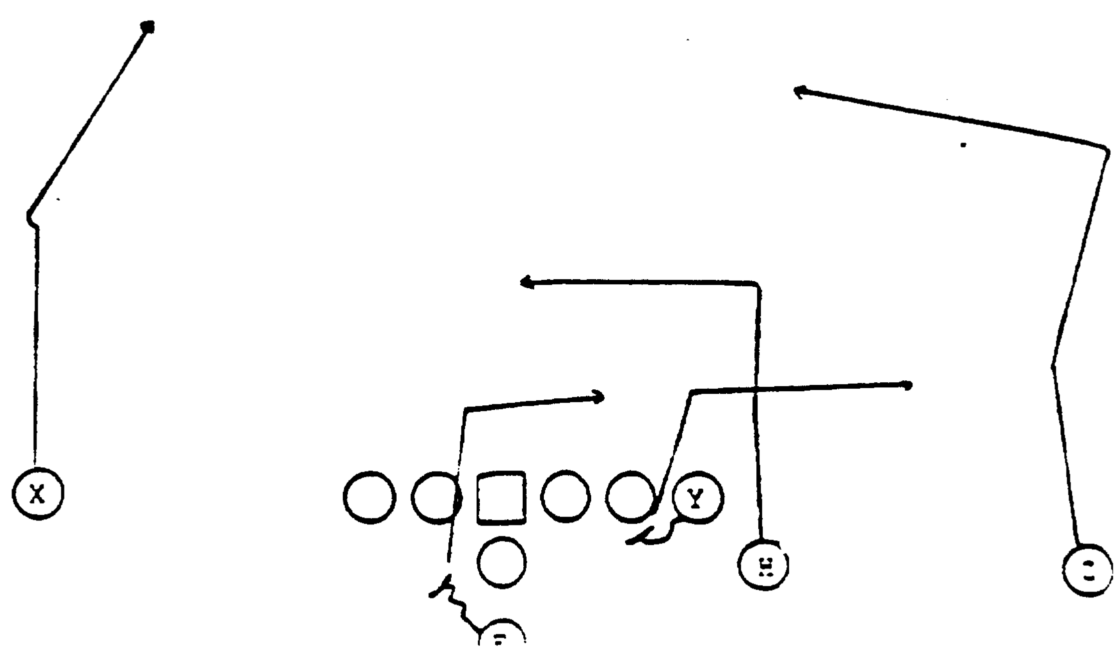
Twitch Call Causes the Following Changes:

H Runs the inside Receiver Assignment and Y takes back assignment.

H Runs the Inside Receiver Assignment




Trev RT T 50 Rkv Z In



SECTION "K"

# Blitz Rules

# BLITZ RULES

THE RECEIVERS/QB MUST SIGHT ADJUST VS BLITZ.

## 2 Back/1 Back Sets

A. Two Receiver Side

TE/Flanker (Y-Z) Run Shoot Slant/Shoot QK Go (5 Yd. Rule).

1. TE Except on 26-27 Z Hook (76-77 X Hook) Y (TE) Run Spot.

2. TE Except on any Assigned Slow Block/Check Release.

Slot (X-Z) Shoot Slant/Shoot QK Go (5 Yd. Rule).

1. X Except on 24-25 Z Hook. X (Slot) Run Spot.

2. TE Except on any Assigned Slow Block/Check Release.

B. 80 Series (80-81/82-83/84-85/86-87)

TE/Flanker (Y-Z) Run Shoot Slant/Shoot QK Go 5 Yd. Rule)

1. TE Except on Inside Release - Pop

2. TE Except on any Assigned Slow Block

3. X/U Tight Except on any Assigned Slow Block.

Slot (X-Z) Run Shoot Slant/Shoot QK Go (5 Yd. Rule)

1. TE Except on Inside Release Route.

2. X/U Tight Except on any Assigned Slow Block.

C. Single Receiver Side

End (X) Run a Slant/QK Go (5 Yd. Rule)

1. Except on 228-229

Slot-TE (Y) Run Shoot

1. Except on 26-27 Flat Y Choice/Y Shake

2. Except 228-229

D. Alert Blitz Pass - 58/59

Y - No Adjust. Slow Block

Z - No Adjust

X - No Adjust Except Wk. Blitz

Slot - No Adjust Except Wk Blitz

Alert Blitz Pass - 78/79

Y - No Adjust. Slow Block

X - No Adjust.

Z - No Adjust Except St. Bli

Slot - No Adjust

(BLITZ RULES) CONT.

E. <u>Blitz Pass 122-123</u>

Z - Adjust

X - Adjust

Y - Adjust

Slot - Adjust

<u>Blitz Pass 70/71 X Curl</u>

Z - Adjust

X - Adjust

Y - No Adjust Slow Block

F. <u>Shot Gun</u>

X VS WK Blitz - Run Out Route

Z VS ST Blitz - Run Go Route

Y VS WK Blitz - Run Pole Route

Y VS ST Blitz - Run Out Route

All Up - Run DBL Go Y Post

G. <u>Screens</u>

1. Backs Block Pocket Pass Pro Rules
2. All Receivers Adjust

H. <u>Play Action</u>

<u>300 Action Weak</u> (314-315)

1. TE - Check #3 Rusher VS Blitz STG
2. Z - No Adjust VS Blitz STG <u>Except 331-330</u>
3. X - Adjust VS Blitz Wk
4. Slot - Adjust VS Blitz Wk

<u>300 Action Strong</u>

1. TE - Check #3 Rusher VS Blitz STG <u>except 316-317 Power</u>
2. Z - No Adjust VS Blitz STG
3. X - Adjust VS Blitz Wk
4. Slot - Adjust VS Blitz Wk

<u>400 Action</u>

1. QB Weak X/Slot - Adjust VS Blitz Wk
2. QB Strong Y/Z - Adjust VS Blitz STG

E. <u>Play Action (Cont.)</u>

<u>500 Action</u> (564-565)

1. Action Weak X/Slot - Adjust VS Blitz Wk

2. Action Strong Y/Z - Adjust VS Blitz Strong

<u>366-367</u> (Treat Like Drop Back)

1. Weak Receiver - Adjust VS Blitz Weak

2. Inside Receiver - Adjust VS Blitz STG

3. Strong Receiver - Adjust VS Blitz STG

<u>Run Passes</u> (Treat Like Drop Back)

1. Exception - TE/U Must Block if Assigned to.

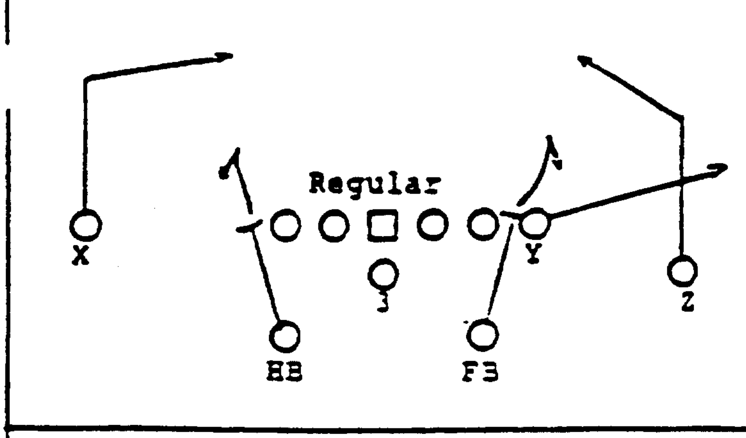
<u>Action Passes</u> (Treat Like Drop Back)

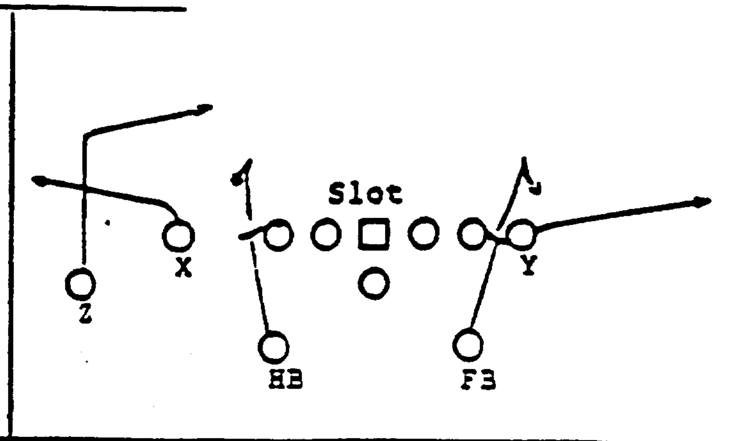
1. Exception - TE/U Must Block if Assigned to.

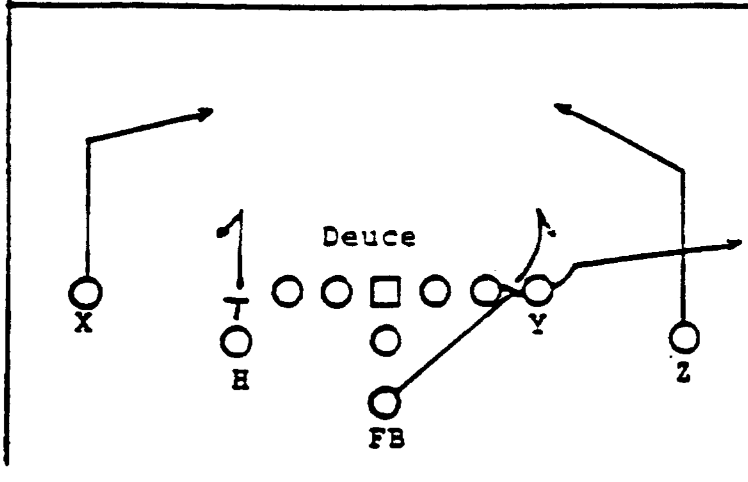
# SECTION "K"

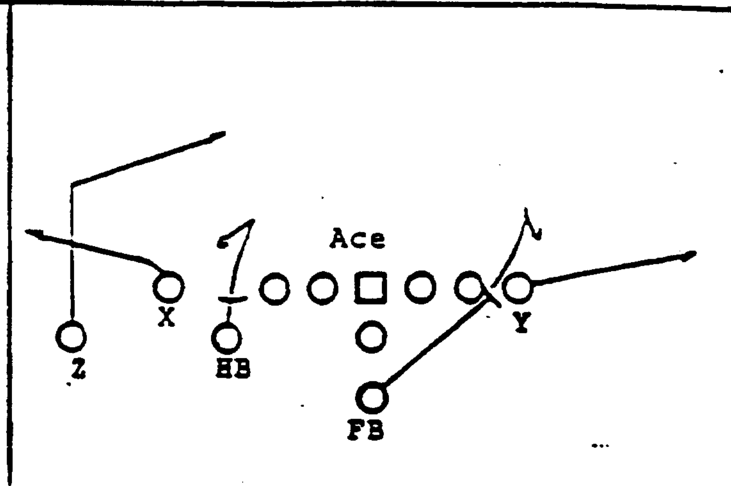
## Drop Back Passing Series

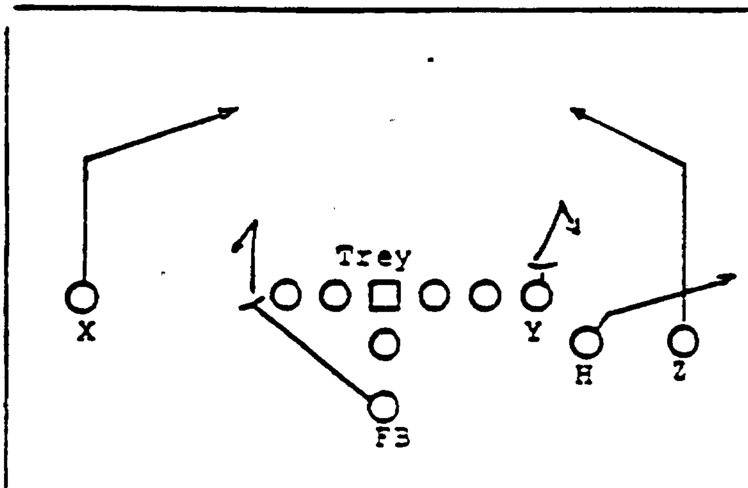
## 122 - 123

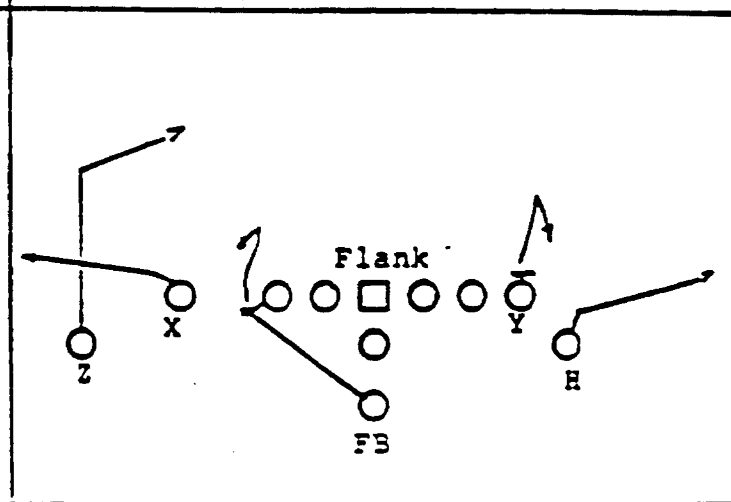

Regular
X
Y
Z
HB
FB

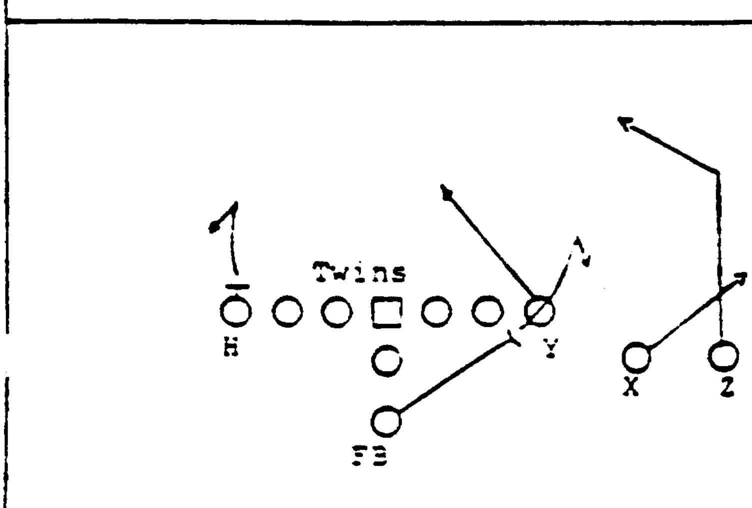

Slot
Z
X
Y
HB
FB

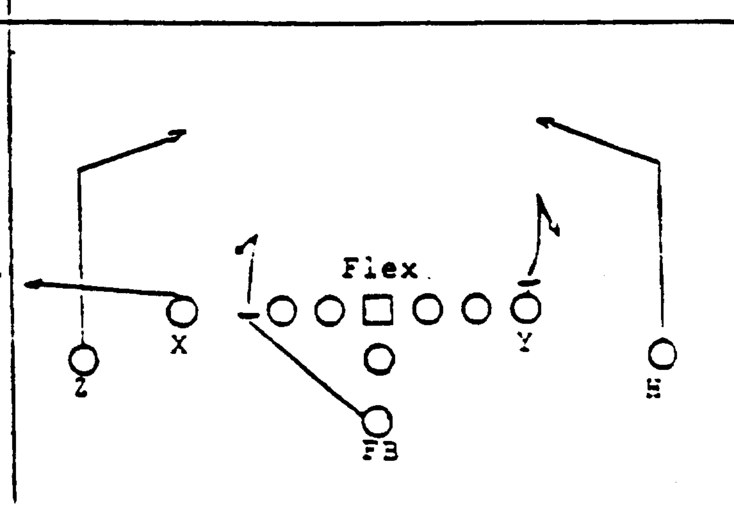

Deuce
X
H
Y
Z
FB

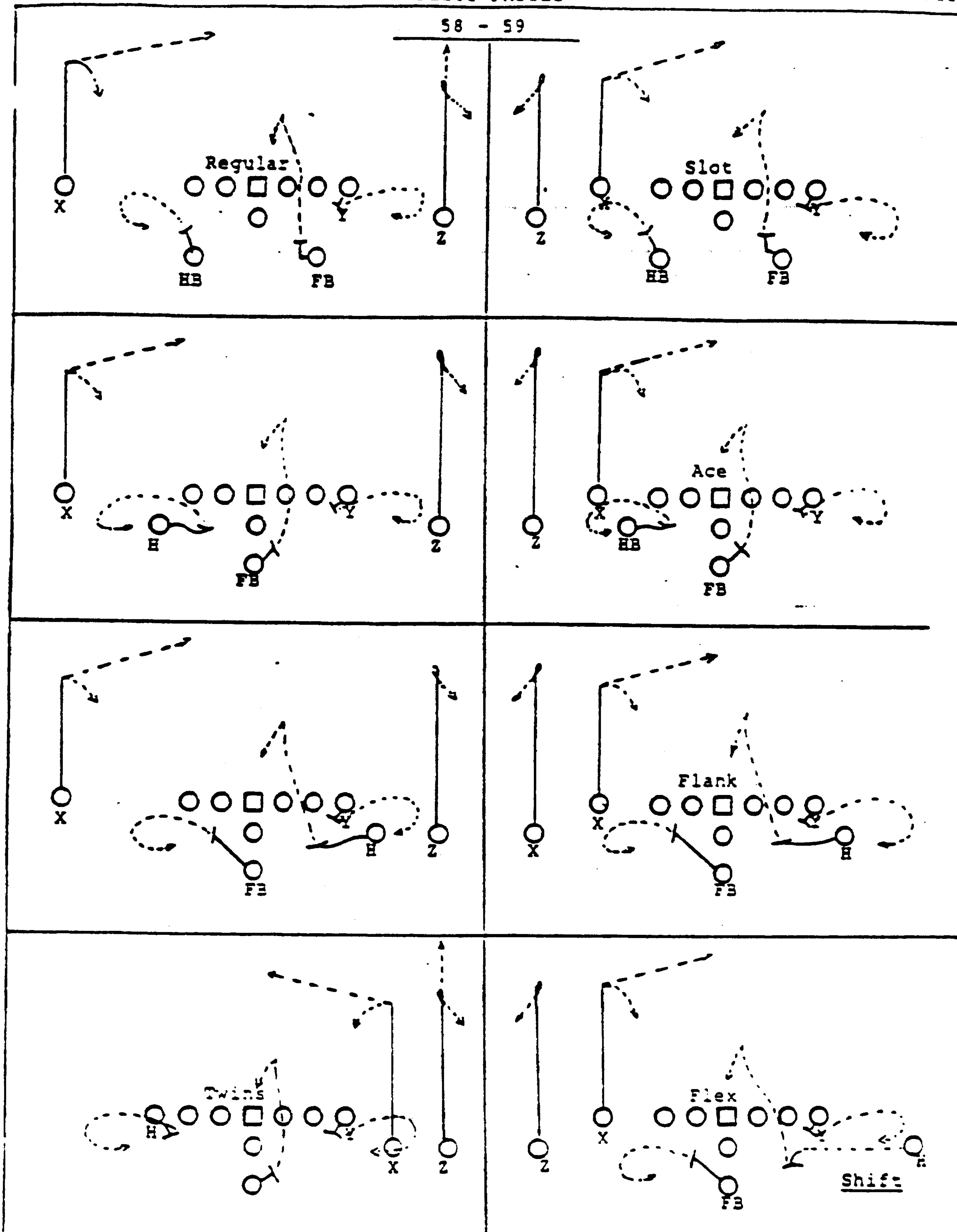

Ace
Z
X
HB
Y
FB


Trey
X
Y
H
Z
FB

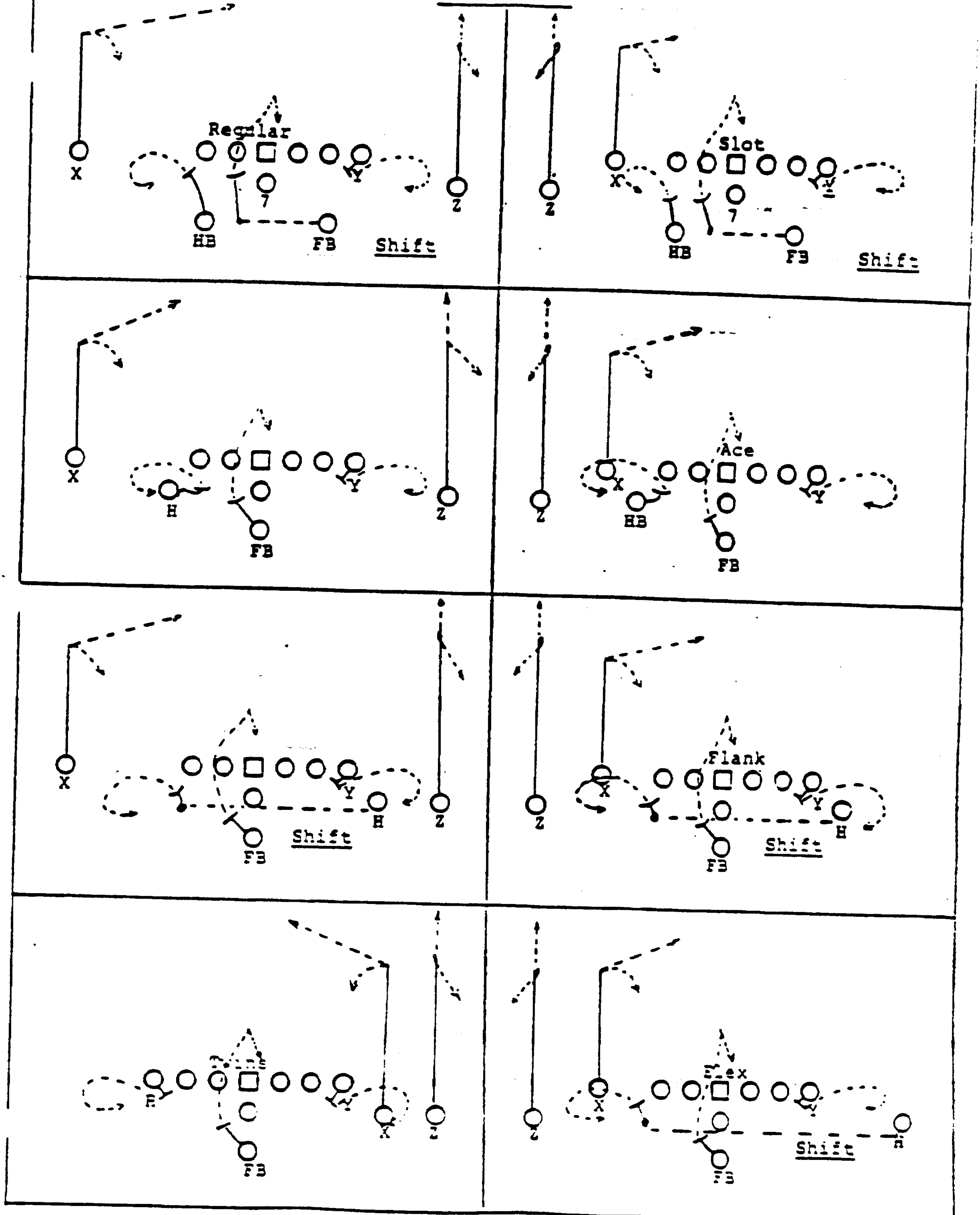

Flank
Z
X
Y
H
FB


Twins
H
Y
X
Z
FB


Flex
Z
X
Y
H
FB


58 - 59
Regular
X
Y
Z
HB
FB
Slot
Ace
H
Flank
Twins
Flex
Shift

78 - 79



## DROP BACK PASSING SERIES

The Passing Game Series is designated by Two Digits. The first being the number of the Series, the Second indicates the type of protection. A Third Digit or name will indicate a variation in protection.

1. 0/1 or 2/3 -- as the 2nd or 3rd Digit indicates Pocket Protection.

2. 4/5 -- as the 2nd or 3rd Digit indicates Scat/Rip-Liz Protection to the Weak Side.

3. 6/7 -- as the 2nd or 3rd Digit indicates Scat/Rip-Liz Protection to the Strong Side .

4. 8/9 calls are individual types of Protection that do not fit into a category. However, the T.E. is always involved in the protection.

Different Pass Combinations are called by changing the Second Digit. For example; 20 is a different Flare Action than 26; 76 is a different release for the TE than 70; on 76 DBL Slant the TE is Right -- on 77 DBL Slant the TE is Left.

### 20 SERIES

This Series Action is divide -- Backs check or Scat. The TE is free release except 28-29 check.

1. 20-21/22-23 Pocket Protection. Both the backs to be responsible for their respective Backers -- No Backer Dog - release. TE free release.

2. 24-25 calls for Scat Weak -- HB Free release. FB Check Backer-- No Backer Dog, release. TE Free release.

3. 26-27 calls for Scat Strong -- FB Free release. HB Check Backer-- No Backer Dog, release. TE Free release.

4. 228-229 calls for Slide Weak -- HB Free release. FB Check MAC-- Search xtra Rusher, none there late release. TE Checks #3 his side -- No rush late release.

### 50 SERIES

This Series Action is divide unless Swap is called--Backs check or Rip-Liz. The TE is Free release except 58-59--check.

1. 50-51/52-53 Pocket Protection. Both Backs to be responsible for their respective Backers -- No Backer Dog-release. TE Free release.

50 SERIES (cont)

2. 54-55 calls for Rip-Liz Weak. HB and Weak OG Double Read on Rover for release. FB check Backer- No Backer Dog-release. TE Free release.

3. 56-57 calls for Rip-Liz Strong - FB and Strong OG Double on Mac for release. HB check Backer -- No Backer Dog-release. TE Free release.

4. 58-59 Maximum Protection. Calls for both Backs to check their respective Backer - No Backer Dog/Blitz - Late release. TE check #3 his side -- No rush late release.

70 SERIES

All 70 Series Action are Weak Flow. Both backs flow away from the Tight End. The HB has a Free Release -- The FB checks the Weak Backer (Buck) before releasing, or will have a Free Release by Call (74/75).

1. 70-71/72-73 calls for TE to check the Stub backer before releasing.

2. 74-75 calls for both HB and FB Free release away from the TE -- Scat Weak.

3. 76-77 calls for the TE Free release — Scat Strong.

4. 78-79 Pocket Protection. A Special Series for a Weakside Rush overload/Weak Safety Blitz.

80 SERIES

All 80 Series Actions are Strong Flow or both Backs toward the TE. The Near Back is Free release and the Far Back must check before releasing. T.E. has Free Release.

1. 80-81/82-83 Pocket Protection. Calls for U/X Tight--Near Back Free release. Far Back Check Stub then release.

2. 74-85 calls for Scat Weak. Near Back free release, Far Back check Stub then release. 200 call is Slide Protection Weak--Far Back Dual Pick Up (Search).

3. 86-87 Calls for Scat Strong--U/X Tight. Both backs Free release toward the TE.

4. 88-89 - Calls for U/X Tight--Both Ends Check Buck/Stub. Then release. Both Backs Free release toward the TE.

SECTION "K"

Drop Back Passes Formation/Protections

K16 2 Back Set

K17 ACE--DEUCE

K18 TREY-FLANK

K19 FLEX-TWINS

# DROP BACK PASSING 1985

## Quick Passes

| | |
|---|---|
| 120 - 121 | DBL QK Out -- Audible 120-121 |
| 120 - 121 | DBL Hitch/Z Hitch |
| 122 - 123 | DBL Slant -- Audible 122-123 |
| 176 - 177/184 - 185 | DBL Slant |

## Ball Control Passes

| | |
|---|---|
| 24 - 25 | HB Flat -- Audible 24 - 25 |
| 24 - 25 | HB Choice/ HB Shake |
| 26 - 27 | FB Flat Y Choice/176 - 177 Y Choice |
| 284 - 285 | X Choice |
| 74 - 75 | X Hook -- Audible 74 - 75 |
| 26 - 27 | Z Hook -- Audible 26 - 27 |
| 20 - 21 | M DBL Out/Hook DBL Out |

## Downfield Passes

| | |
|---|---|
| 70 - 71 | X Curl -- Audible 70 - 71 |
| 56 - 57 | Z Curl |
| 50 - 51 Rky Lky | Z In -- Audible 50-51 Able |
| 52 - 53 Rky Lky | Y/X Seam -- Audible 52-53 Baker |
| 72 - 73 | HB Seam Lky-Rky Baker |
| 82 - 83 | Bench Y Sail/72-73 HB Sail Rky-Lky Flood |
| 26 - 27 | Y Shake/76-77 Y Shake |
| 22 - 23 | Box DBL Go -- Audible 22-23 Dog |

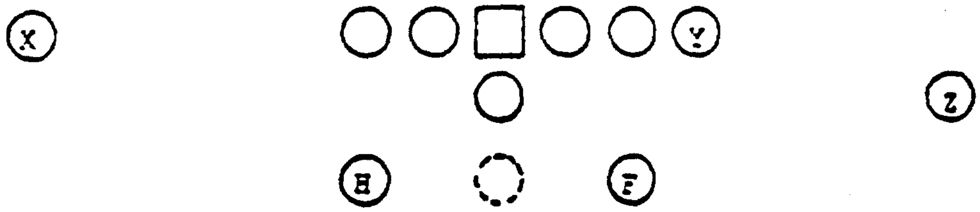
## Underneath Passes

| | |
|---|---|
| 26 - 27 | Box DBL Comeback -- Audible 26-27 Box |
| 26 - 27 | Shoot Z Drive/24-25 Shoot Z Drive |
| 76 - 77 | In HB/X Drive/84 HB/Y/Z Drive |

## Delay Passes

| | |
|---|---|
| 74 - 75 | HB Corner X Smash/80-81 Y Corner HB Smash |
| 26 - 27 | Close Y Smash/Z Smash |

2 Back Set




120 DBL QK Out/120 DBL Hitch
20 M DBL Out/Hook DBL Out
24 HB Flat/HB(X) Choice/HB Shake
74 X Hook
70 X Curl
72 HB Seam/HB Sail Lky-Rky
74 HB Shake

Delays

74 HB Corner X Smash/X Cor HB Smash
80 HB Corner Y Smash/Y Cor HB Smash
26 Close Y Smash/Z Smash
228 HB Corner X Smash

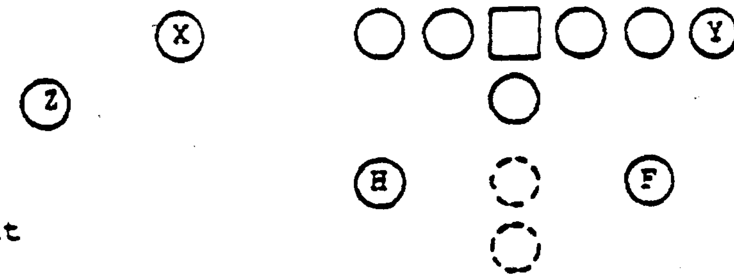
122 DBL Slant
176 DBL Slant/Slant
26 FB Flat Y Choice
56 Z Curl
50 Rky Z In (Able)
52 Rky Y Seam (Baker)
82 Bench Y Sail
26 Y Shake/76 Y Shake
22 Box DBL Go

Underneath

26 Box DBL Comeback
26 Shoot Z Drive
76 In HB/X Drive
84 In Y/HB/Z Drive

Blitz 122-123/58-59/78-79

2 Back Set




120 Z Hitch
184 DBL Slant
24 Z Hook
54 Z Curl
50 Lky Z In (Able)
52 Lky X Seam (Baker)
72 Bench X Sail

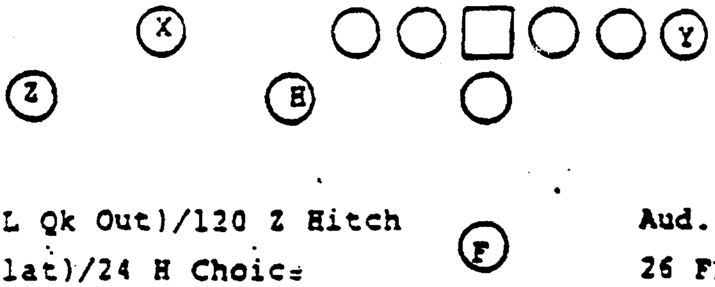
20 M DBL Out
26 FB Flat Y Choice
284 X Choice
26 Y Shake
22 Box DBL Go

Underneath

24 Box DBL Comeback
24 Shoot Z Drive
84 Y/HB Drive

Blitz 122-123/58-59/78-79

## ACE




Aud. 120 (DBL Qk Out)/120 Z Hitch
Aud. 24 (H Flat)/24 H Choice
74 X Hook/Z Hook
70 X Curl/Z Curl
50 Lky Z In (Able)
52 Lky X Seam (Baker)
72 Bench X Sail

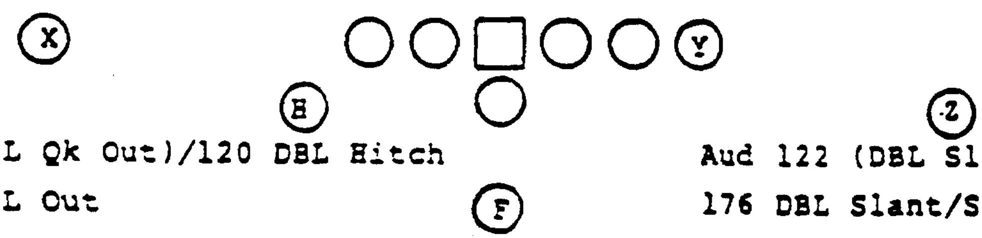
Delays
74 H Corner X Smash/X Cor H Smash
24 Close X Smash
228 H Close Z Xmash

Aud. 122 (DBL Slant)
26 FB Flat Y Choice
26 Y Shake
22 Box DBL Go

Underneath
24 Box DBL Comeback
24 Shoot Z Drive

Blitz 122-123/58-59/78-79

## DEUCE




Aud 120 (DBL Qk Out)/120 DBL Hitch
20 Hook DBL Out
Aud 24 (H Flat)/24 H Choice
74 X Hook
70 X Curl
72 H Sail/H Seam Lky-Rky
74 H Shake

Delays
74 H Corner X Smash/X Cor H Smash
26 Close Y Smash/Z Smash
229 H Corner X Smash

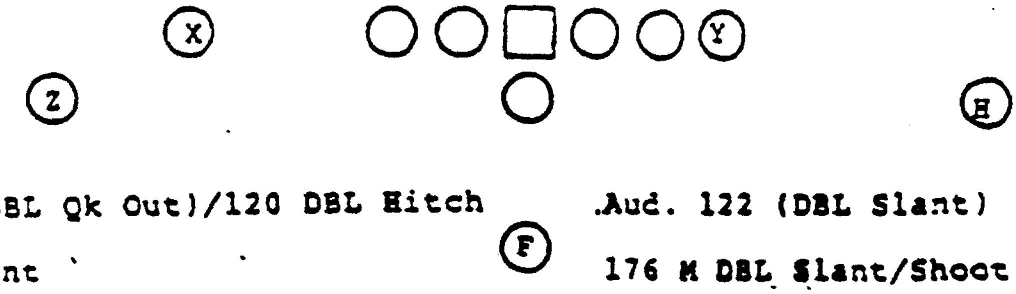
Check With Me
122-123 DBL Slant
24-25 H Flat
26-27 Z Hook
26-27 FB Flat Y Choice/Y Shake
50-51 Rky Lky Z In
52-53 Rky Lky Y Seam
74-75 Shoot Z Stick

Aud 122 (DBL Slant)
176 DBL Slant/Slant
26 FB Flat Y Choice
26 Z Hook
56 Z Curl
50 Rky Z In (Able)
52 Rky Y Seam (Baker)
26 Y Shake/76 Y Shake
22 Box DBL Go

Underneath
26 Box DBL Comeback
26 Shoot Z Drive
76 In HB/X Drive
84 Z Drive

Blitz 122-123/58-59/78-79

FLEX




Aud. 120 (DBL Qk Out)/120 DBL Hitch

184 DBL Slant

T 24 Z Hook

T 54 Z Curl

T 50 Lky Z In (Able)

T 52 Lky Y Seam (Baker)

72 X Sail Lky Rky

Delays

74 Z Smash

T 24 Close X Smash

80 Y Corner H Smash

Aud. 122 (DBL Slant)

176 M DBL Slant/Shoot Slant

76 Y Choice/284 X Choice

86 H Hook

284 H Curl

26 Y Shake

T 22 Box DBL Go

Underneath

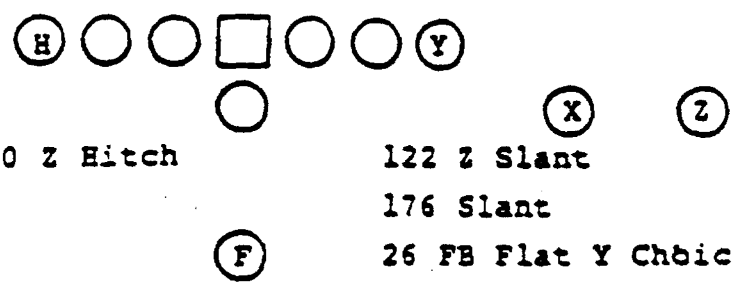
T 26 Box DBL Comeback

T 24 Shoot Z Drive

84 In H Drive

Blitz 122-123

TWINS




Aud. 120 (DBL Qk Out)/120 Z Hitch

Aud 24 (H Flat)/H Choice

74 H Shake

Delays

26 Close X/Z Smash

76 X/Z Smash

122 Z Slant

176 Slant

26 FB Flat Y Choice (U-86)

26 Z Hook (RC-86)

56 Z Curl (RC-82)

56 Rky Z In (Able)

56 Rky X Seam (Baker)

RC - 82 Rky X Sail

76 Y Shake X Drive

Underneath

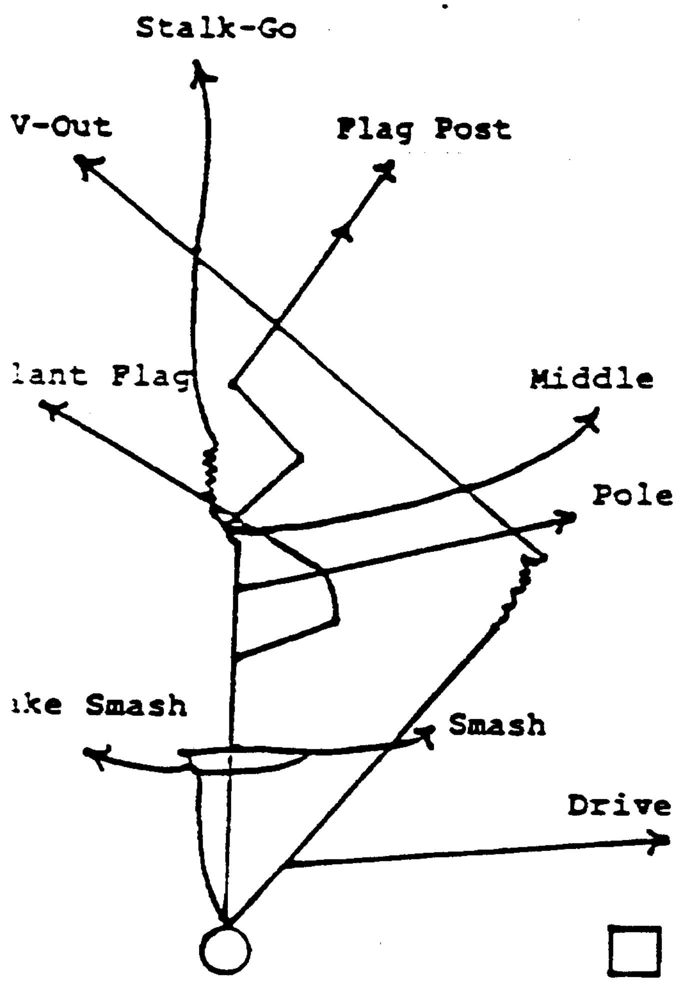
76 In H Drive

Blitz 122-123/78-79/58-59

# SECTION "J"

## Wide Receiver Auxiliary Routes

## Auxiliary




Drive - Push Up, Run Away. Adjust.

Smash - Delay Inside. Adjust.

Fake Smash - Delay Outside. Adjust.

Pole - Ball Caught at 18 Yards.

Middle - Delay Inside at 10/12 Yds.

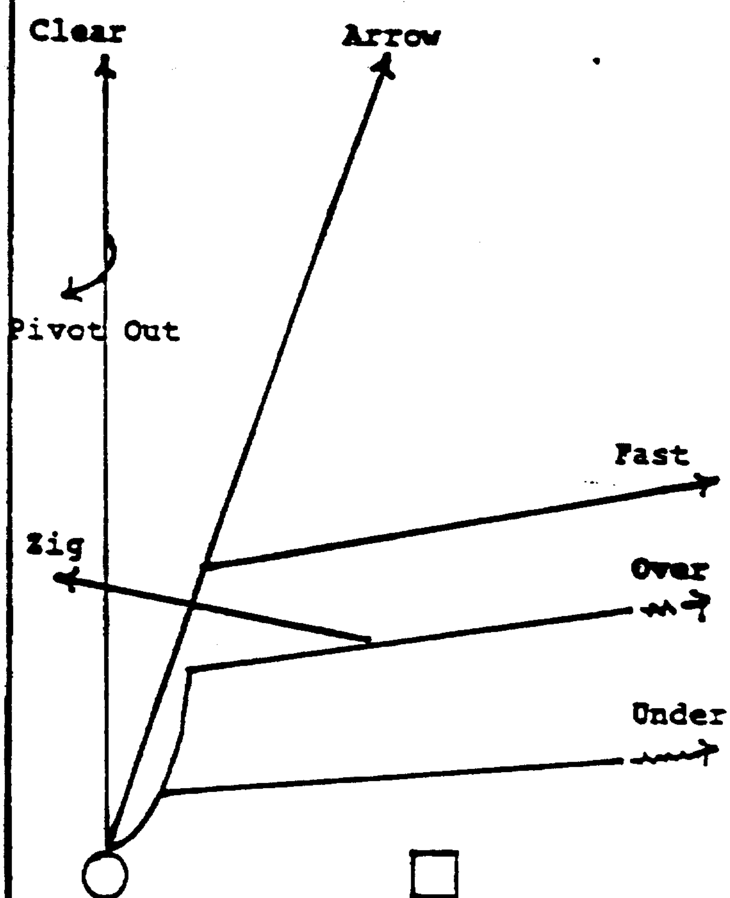
Slant Flag - Counter Route

Flag Post - Counter Route

V-Out - Show Block--Deep Outside

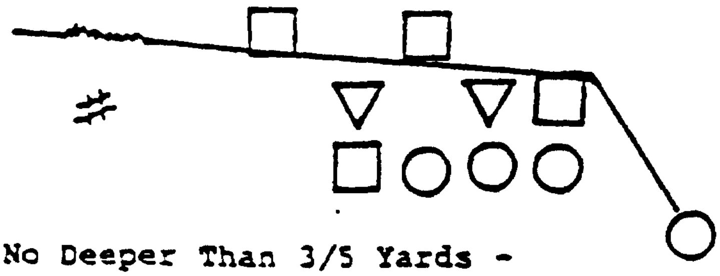
Stalk-Go-Show Block -- Run By

## Tree/Terms




1. Under - Far Side, 3/5 Yards.
2. Over - Far Side, 10/14 Yards.
3. Fast - Far Side, 15/18 Yards.
4. Zig - Fake Over Route - 5/10 Yds.
5. Pivot Out - Depth By QB Action
6. Clear - Deep Outside
7. Arrow - Deep Inside
8. Key - Read For Clear/Pivot Out.
9. Pump - Break Deep Off Basic Route.
10. Pivot - Adjustment vs. M/M.
11. Blitz Adjust - Break Assigned Route Off vs Safety Blitz.
12. Read-Break - Key Coverage For Assigned Adjustment.
13. Rim - Key for loose/tight coverage

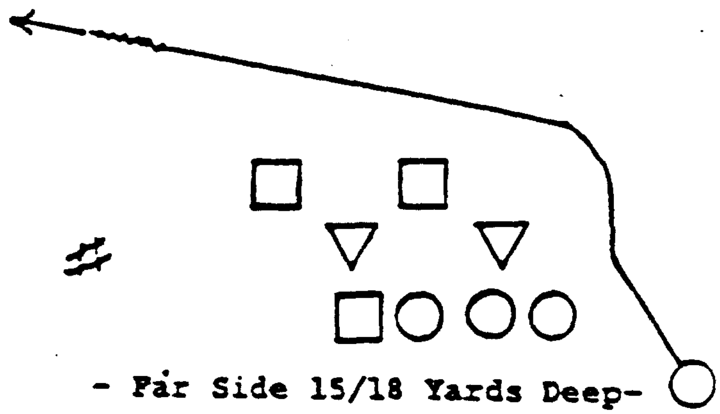
## Under



-No Deeper Than 3/5 Yards -

1. Tighten Split - 2/3 yards.
2. Release Under the LBkrs.
3. Run to Far Side - To the Numbers. Now Look to QB.
4. VS Man or M/M, Turn-Head.
5. VS Zone -- Lull/Show the #'s.
6. Run Past Slide Coverage.

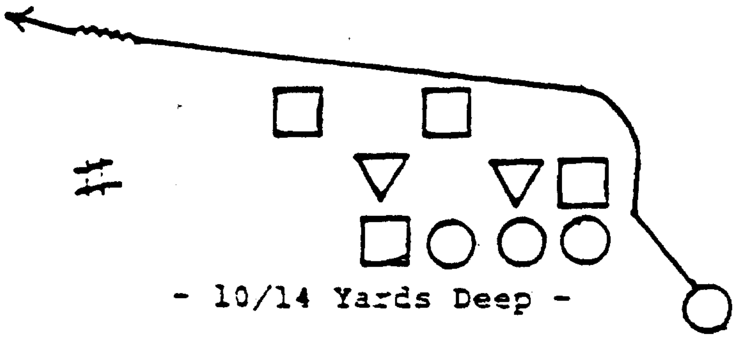
## Past



- Far Side 15/18 Yards Deep-

1. Tighten Split 3/5 yards.
2. Burst Release - Push Up 7/10 yards.
3. Sprint to Far Sideline - Look for Ball In the Number Area.
4. Get Behind the Under Coverage.
5. Be Alert to the Far Corner/Safety.
6. Run Past Slide Coverage.

## Over



- 10/14 Yards Deep -

. Tighten Split 3/5 yards.

. Burst Release Behind the LBkrs.

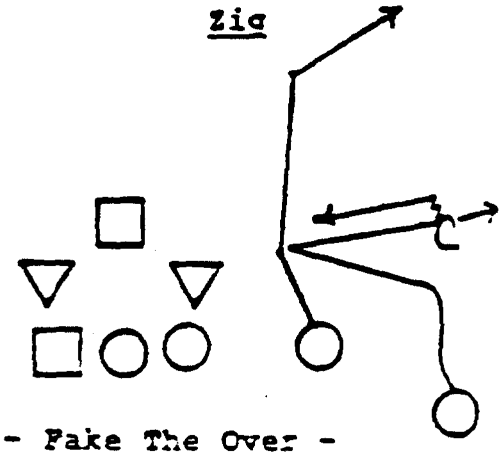
. Run to Far Side - To the Numbers. Now Look to QB.

VS Man or M/M Turn Head

VS Zone - Lull/Show the #'s.

. Run Past Slide Coverage.

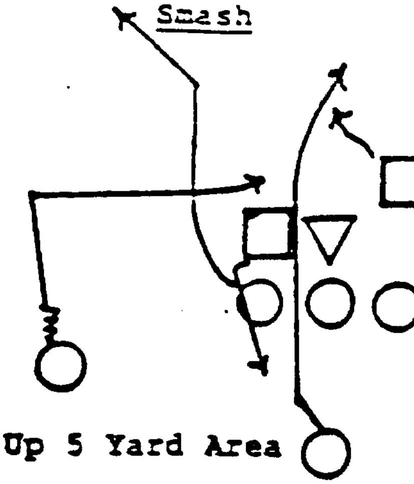
## Zig



- Fake The Over -

1. Split Varies by Plan.
2. Must Release Under the Defender-- Sell Over Route, Make Defender Turn -Run.
3. Plant Upfield Foot - Pivot
4. VS Bump/Trail - Get Inside the Defender.
5. VS Zone/Bracket -- Lull the Hole.

## Smash




3asic Split is______________

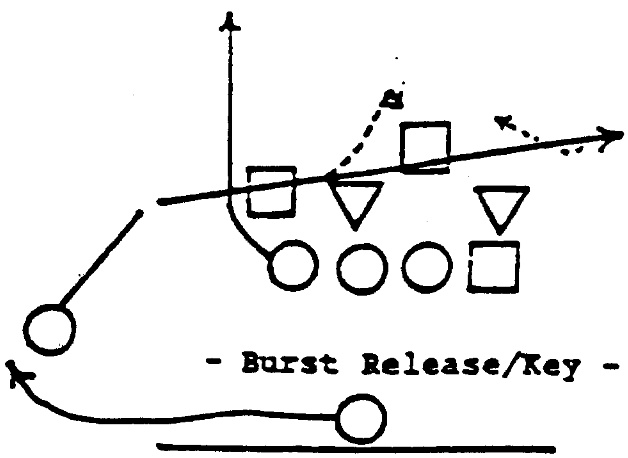
:ontrol of: L.O.S. 5 Yds and Read
the coverage.

VS Cover 2: Hook in front or Corner
dcn't mcve till QB looks at you.

VS Cover 6-4: Read Safety or Backer
Run 3 to 4 steps inside and pivot
back outside.

VS Man: React inside unless
Defender over runs you, then pivot
back outside.

## Drive



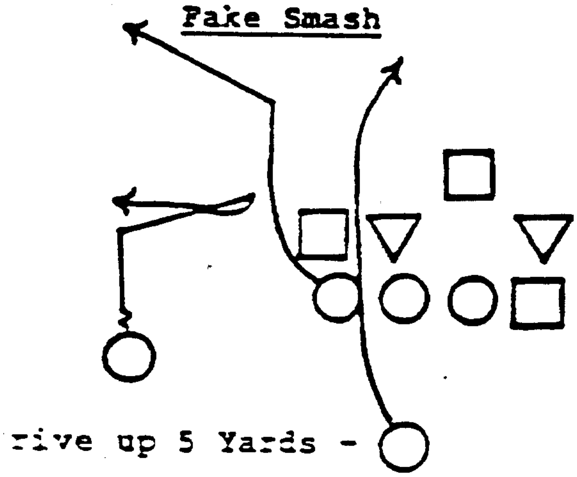

1. Basic Split is______________
2. Burst Release 2-3 steps and read the Defense.

VS Zone: Hook 6 to 8 yds deep between Backers.

VS Man: Drive to inside out. Run the defender. If the defender over runs you pivot back to outside

VS Bracket: Drive to inside and try to beat underneath. Treat like man.

## Fake Smash




.ghten split.

.ight Pause but show smash.

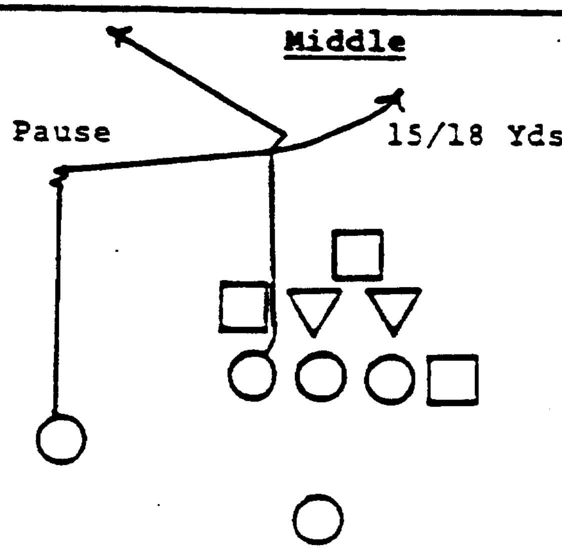
.n 4 Step inside and pivot back
.tside.

; Zone: Pivot back outside lull

; M/M Pivot back outside

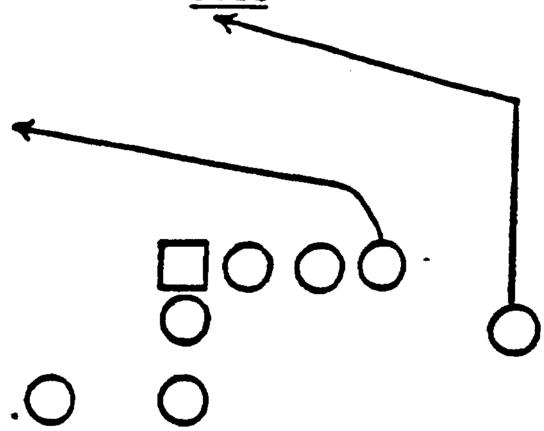
; Bracket Pivot back outside.

## Middle




1. Basic Split is______________
2. Release Upfield 10/12 yards, Pause -- Come under Inside Receiver. Make Catch over the Ball 15/18 yards deep.

## Pole

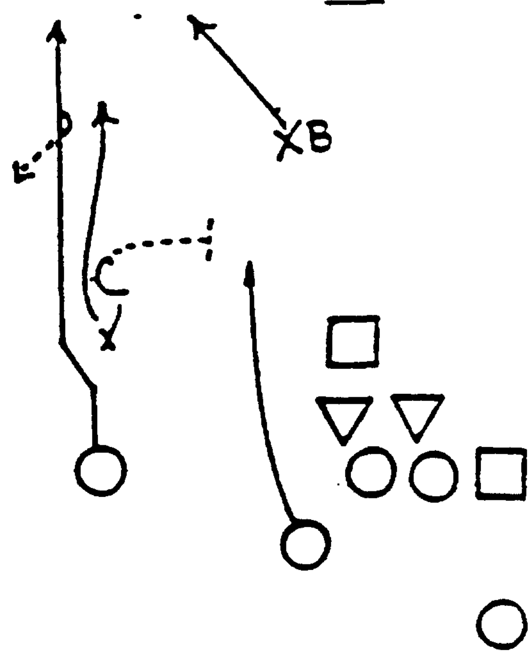


1. Push up 8/10 yards -- Break Flat to the Post - Ball Caught at 18 yds
2. Release Inside VS Cleo/Bump.
3. QB - 7 Steps/Read Jack.
4. Read-Break Route For X Curl.

VS Bump

Jump under - run directly to Post.
- Dotted Line Vs. Bump -

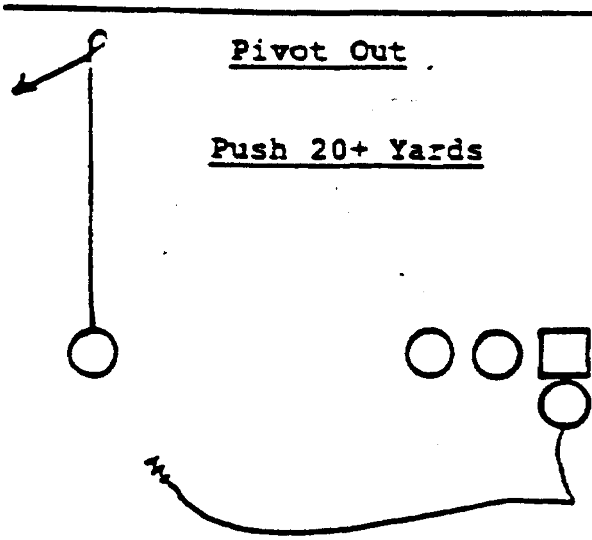
## Key




1. Split Outside Normal
2. Read the Defense.
   Solid Line = Doubled -- Clear
   Dotted Line = Singled -- Pivot Out

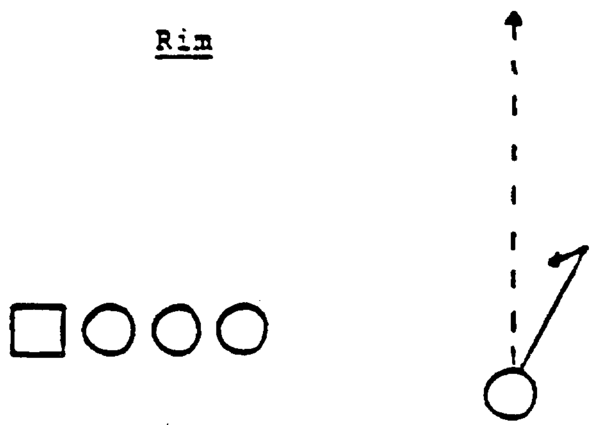
## Pivot Out

Push 20+ Yards



1. Split Outside Normal
2. Best Release -
3. Must Push Deep -- Let QB Get Outside.

## Rim



1. Split outside normal
2. Read the Coverage
   -- Loose cover stop 5 yds Deep 3 yds from S.L.
   -- Tight cover go deep
   Release OUTSIDE vs All Defenses
3. Also used with Scat Pass Pro-- WR/Back Read 2 Backers Same Side (30)/ 1 Backer (40)

## SECTION "J"

### Backfield Routes

J22 Basic Tree

J23 Wide-Flare-M-Drag-Cross-Drag

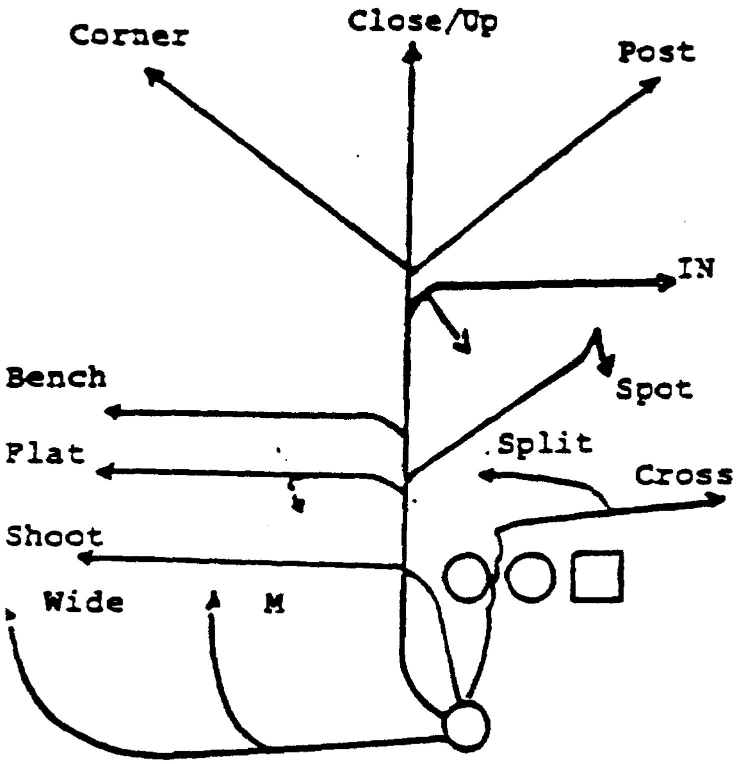
J24 Shoot-Spot-Flat-Up-Bench-Corner

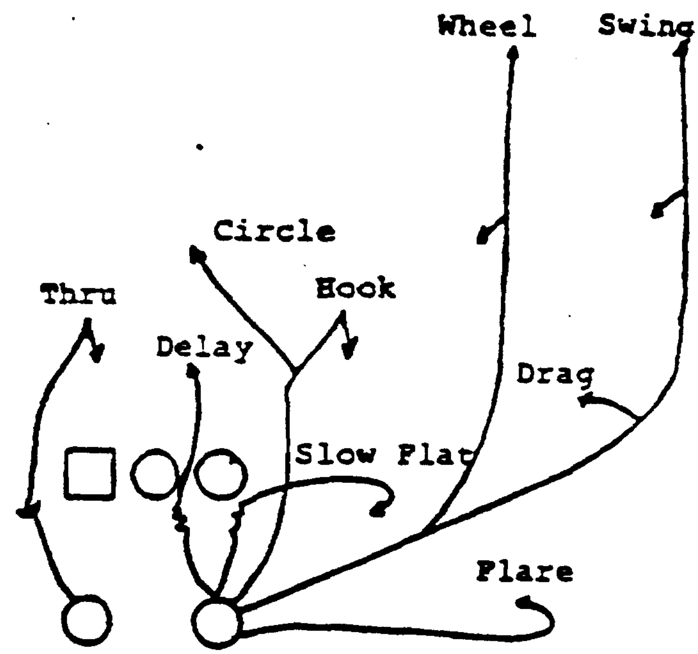
J25 Circle-Hook

J26 Slow Flat-Wheel-Thru-Swing-Delay-Rim

J27 Box-Split-Bench/Fan-Shoot/Wide-Ricky/Lucky-Close/Hook/M

| Basic | to HB/FB |
|---|---|




. Shoot-Release outside, along L.O.S

2. Plat-Break out 3/5 yards--Adjust

. Bench-Braek out 5/7 yds-No Adjust

. IN-Break In at 10-12 Yds. - Adjust

. Spot-Hook Over Ball at 6/8 yards

. Close-Release Upfield--No Move

. UP-Release Upfield--Move

. Corner-Break at 45° Angle-No Adjust

. Post-Deep Down the Middle

0. Wide-Release Laterally-Turn Up-field between the #'s and Sideline

1. M-Lose Ground, Widen 5/6 yds Out-side the OT.

2. Cross-Inside OT, under LBkrs.

. Split-Counter to Cross.

1. Flare-Stationary at Numbers.

2. Slow Flat-Widen 5/6 yds-Stationary

3. Delay-Bounce Rusher-Look For Ball

4. Thru-Stop Over Ball 3/5 yds. Deep.

5. Hook-Outside Position 6/8 yds Deep. (Quick Hook-2/3 yds Deep.)

6. Circle-Beat Outside Bkr--Adjust

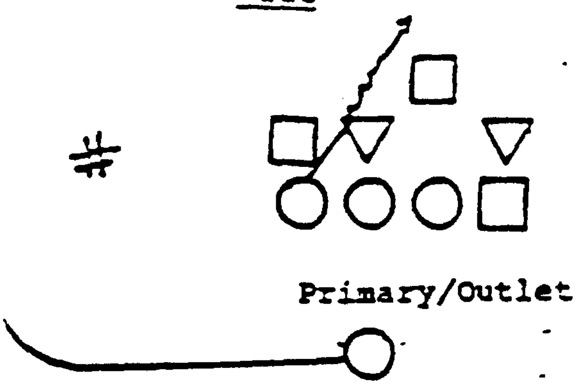
7. Drag-Angle 4/5 yds, Stationary Target.

8. Wheel-Deep Down the Seam (Wheel Stop-Hook on Numbers)

9. Swing-Deep Down the Sideline (Swing Stop-Hook on Sideline)

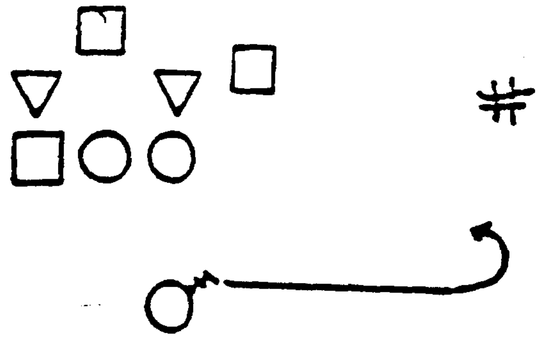
10. Rim - Key for loose on tight coverage.

## Wide



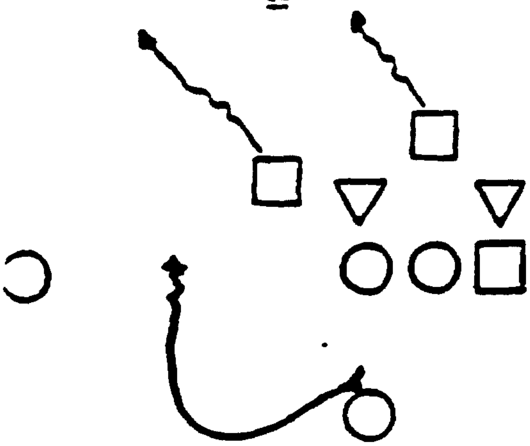

eck/Free Release Outside DE Rush.
teral release--Turn up between #/S.L
st Turn Upfield after Catch.
-Ball Thrown Shoulder high--out in
Front-make it an easy catch.

## Flare



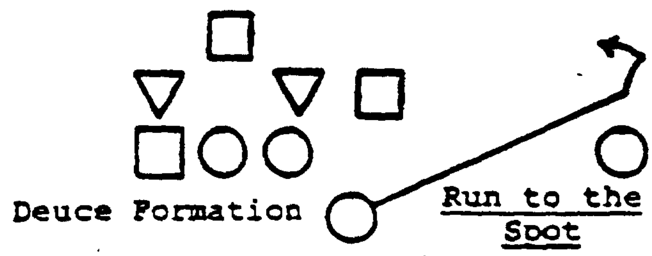
Check/Free Release Outside DE Rush.
Sprint Parallel to L.O.S. to just
inside the #'s - Be Stationary
Rose/Sally is Free Release - LBkr
comes Back Yell--Dog

## M



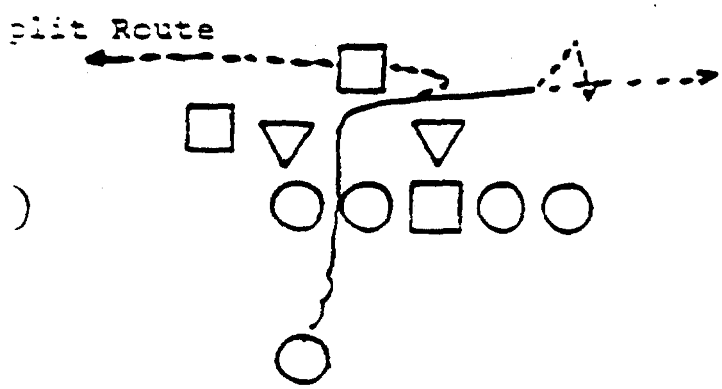
ay/Count-Release Outside DE Rush.
3/5 yds. Wide Turn Upfield--Ball
uld be Caught Near L.O.S
t Catch Ball between Defenders,
it Defenders. Alert Quick M

## Drag



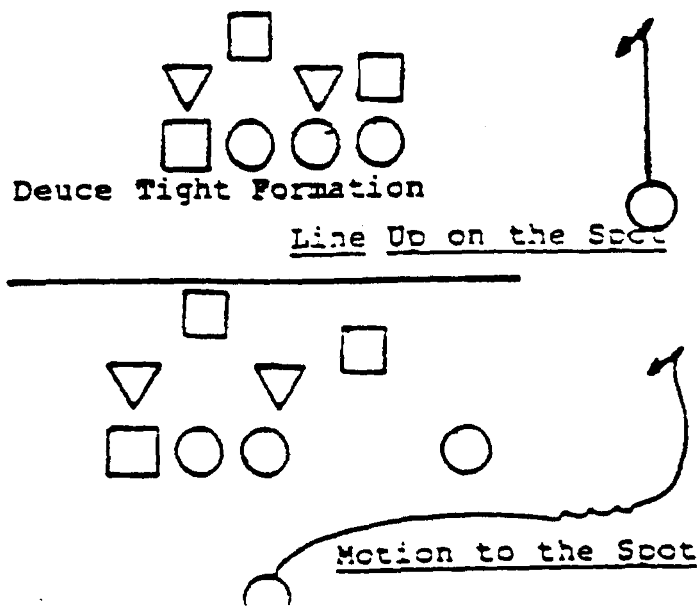

Sprint Directly to a Point 3/4 yds.
Deep--2/3 yds from the S.L.
Stop and Face the QB-Be Stationary
Catch the Ball First--Now Run Split
Defenders after the Catch, Get Width
Fast--Watch The QB.

## Cross



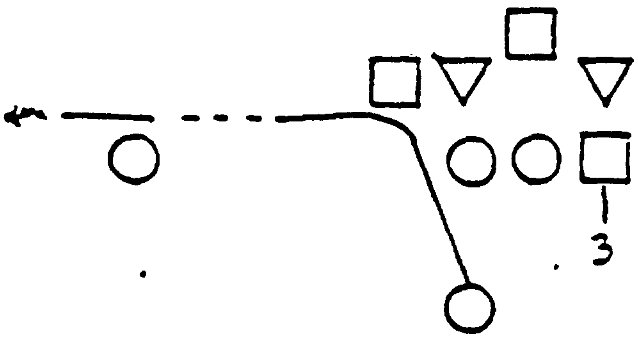

ase inside OT - Read Coverage
n Away -- Stop, Show #'s

## Drag



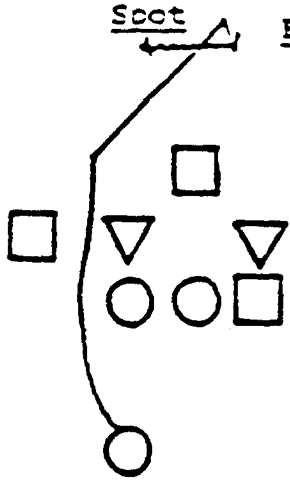
HB and FB

## Shoot




Release Across Defenders Face
-Check the QB--No Ball Lull on S.L.

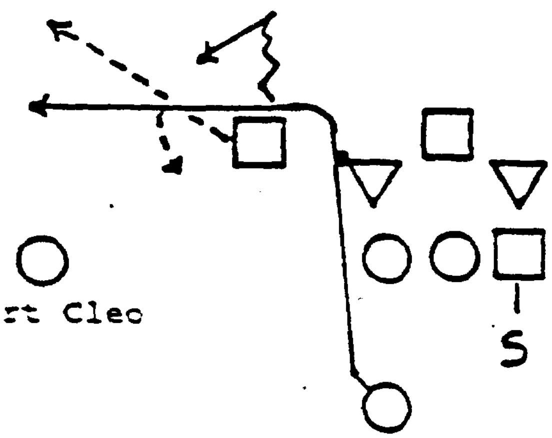
## Spot — Between Bkrs



Best Release--Hook over Ball 6/8 Yds.
-Be Stationary--Alert to Uncover

## Flat

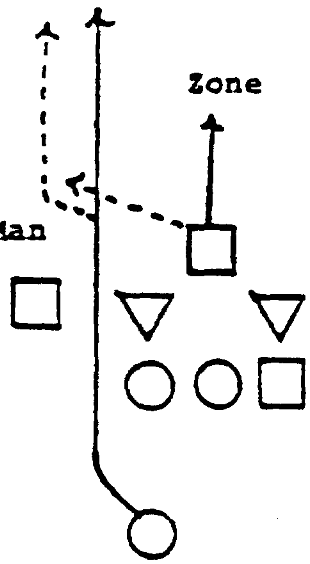
Solid Line = Man
Dotted Line = Defender Across Face




Alert Cleo

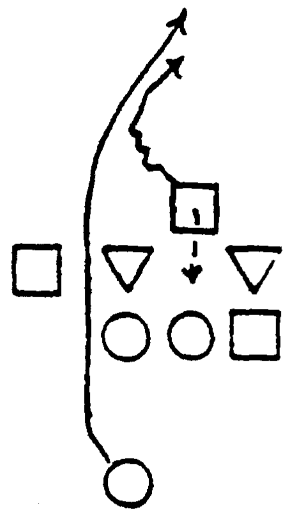
est Release--Break Out 3/5 yards
an--Run Away/Defender Crosses Your
ace--Set Down, Be Stationary

## Up




Run into Seam
Bkr Man-Nod

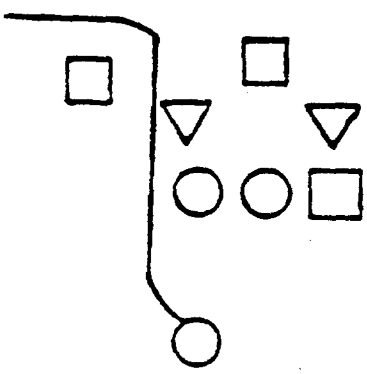
## Close



Bend Bkr In
Dog-Alert for Ball

## Bench

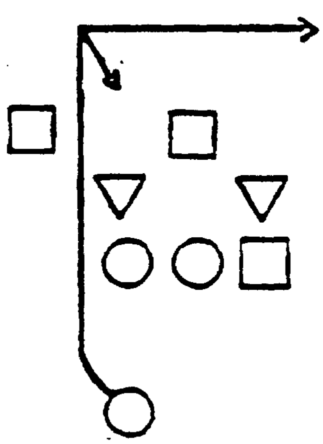
No Adjust-



eak out 5/7 yds.

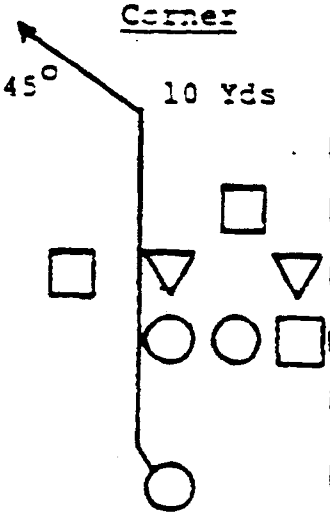
## IN

- Adjust-



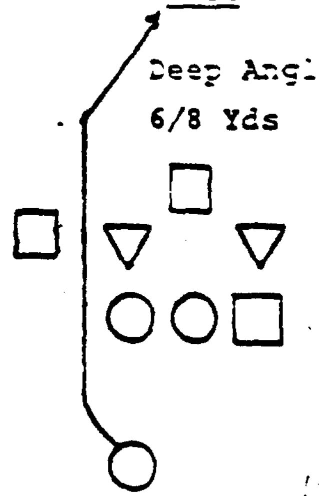
Break in 10/12 Yds

## Corner




Mechanical

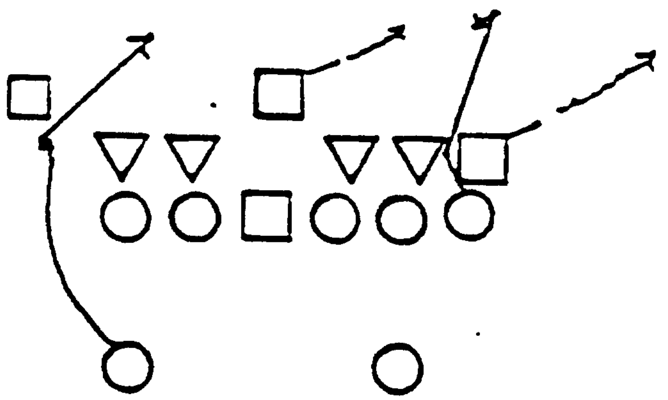
## Post




Mechanical

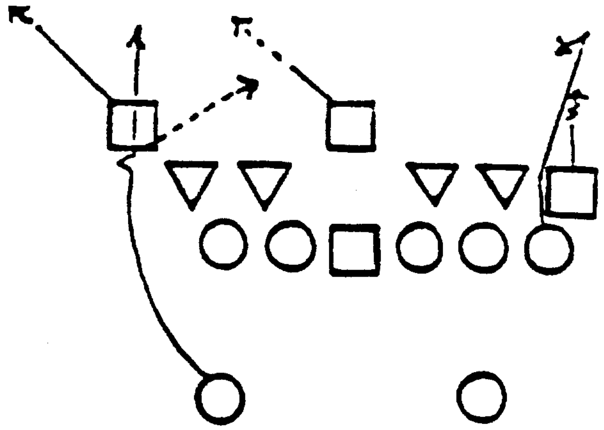
HB and FB

Circle



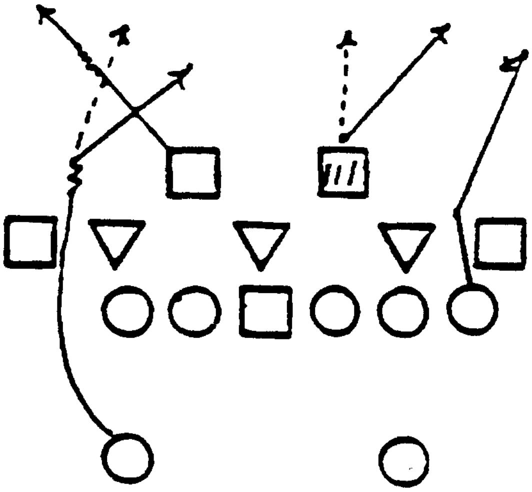
- M-Bkr Away -- Angle IN

Circle



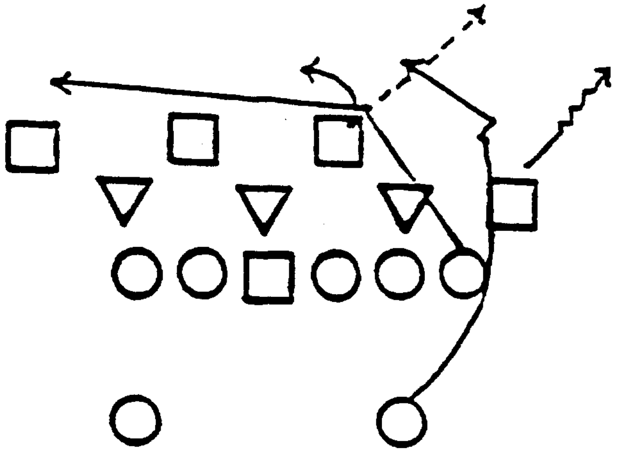
- M-Bkr Toward -- Angle Up
- M-Bkr Over Runs--Break Under

- VS 34 -



-ate on Rover - but must be aware
-ack.

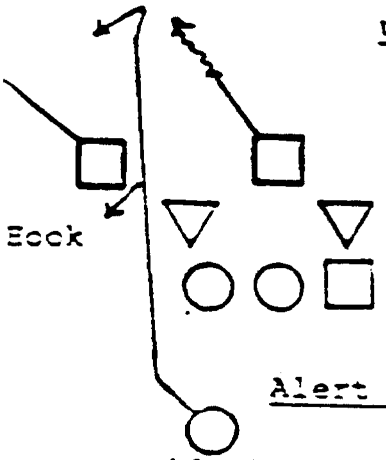
- Pull Back -



Strong Side - Must Read Rover/Stub For Angles.

Hook

usually outlet




Alert to uncover

-ase outside Hook-out 6/8 yards.
-t-Hook between Bkrs or between
-/M-Bkr. Alert-Quick Hook at 2/3 Yd

Circle Alerts

1. Best Release -- DE Tight, release outside/De Wide release inside.
2. Angle Outside--read M-Bkr. for proper angle.
3. Catch the Ball on your side of the ball - Run Upfield

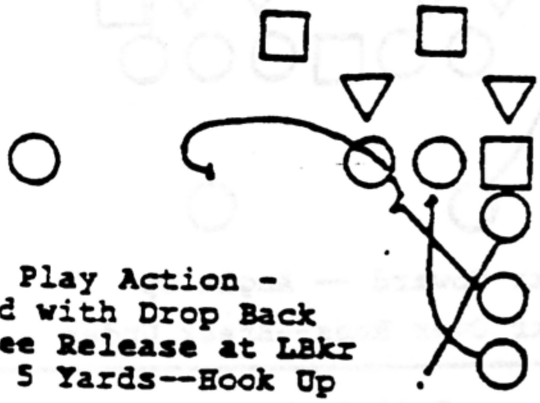
Quarterback

1. 5 Big Steps -- Shoulder to Chest Throw - Must Read Near M-Bkr -- Put Ball on.

# BACKFIELD ROUTES

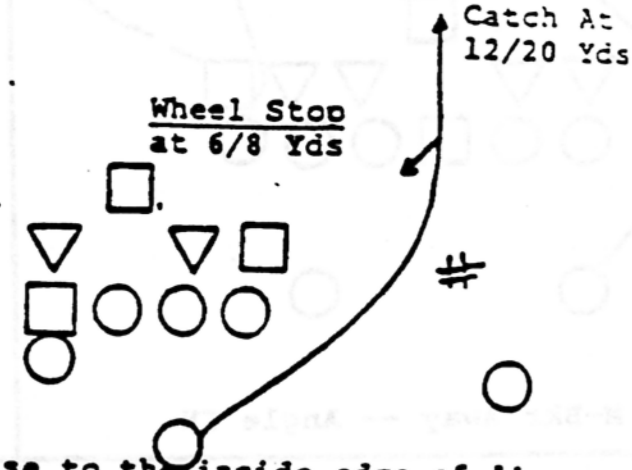
## HB and FB

### Slow Plat



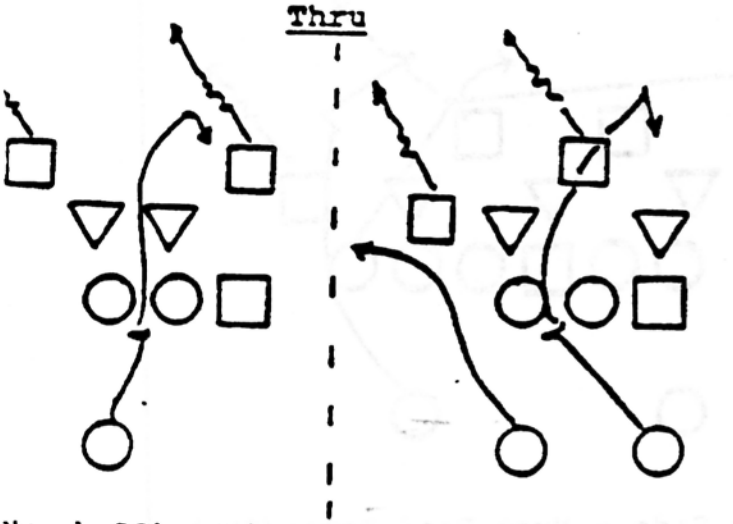
Basic to Play Action -
Also used with Drop Back
Check/Free Release at LBkr
Widen to 5 Yards--Hook Up

### Wheel



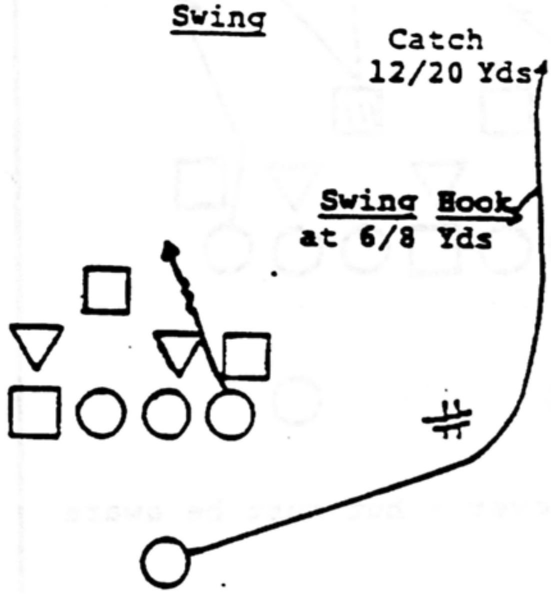

Release to the inside edge of #'s
Catch ball over inside Shoulder

### Thru



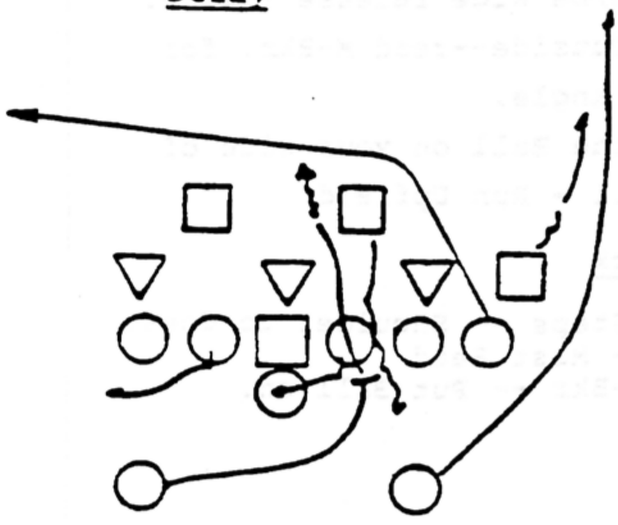
Check LBkr-2/3 Count Delay
Then Release--Move into the L.O.S.--
Let the Rush Pass. Move at 1/4 Speed-
Look For Ball, No Ball--Set Down at
/5 Yards.

### Swing

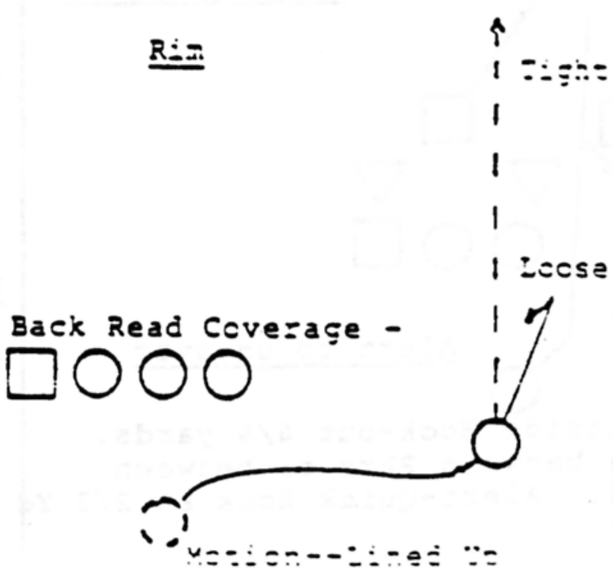



Release to the Outside Edge of #'s,
Catch Ball Over Inside Shoulder.

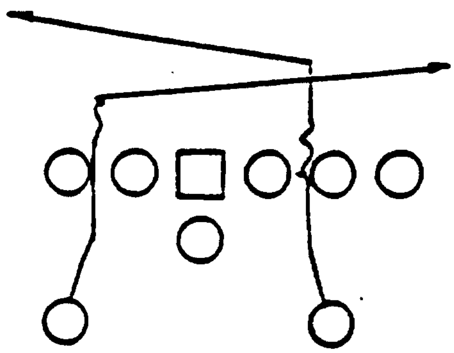
### Delay



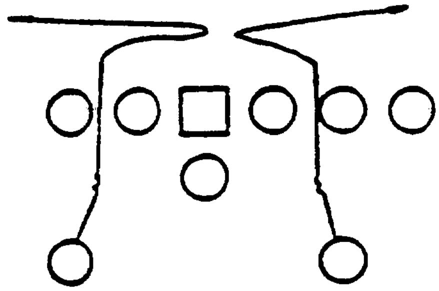
### Rim



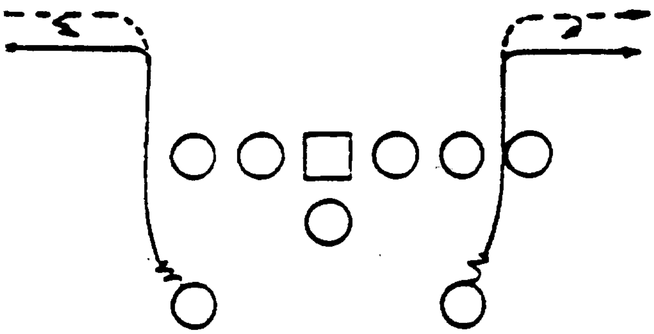
BOX



SPLIT

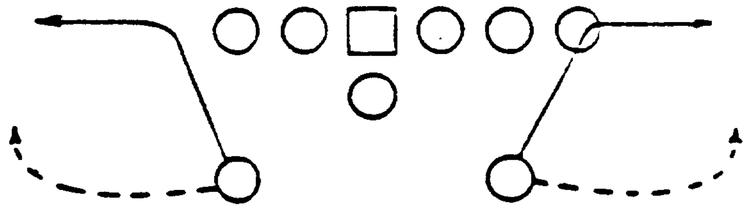


BENCH - FAN



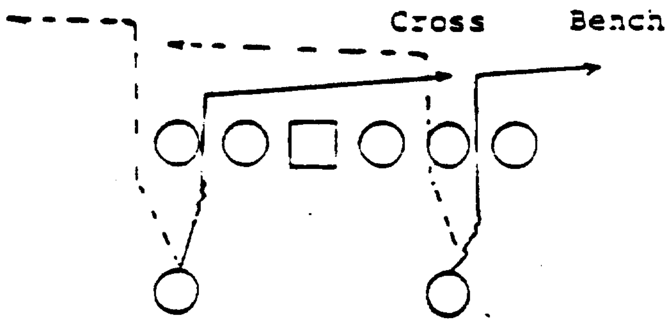
Solid Line - Bench
Dotted Line - Fan

SHOOT - WIDE



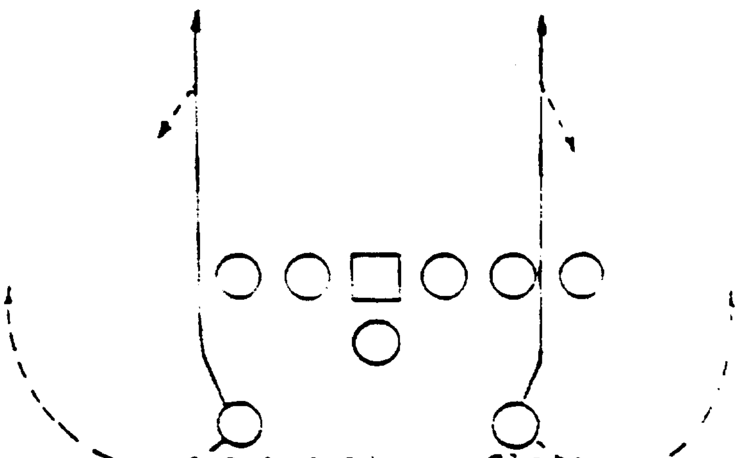
Solid Line - Shoot
Dotted Line - Wide

RICKY (LUCKY)




Solid Line Ricky

CLOSE - HOOK - M



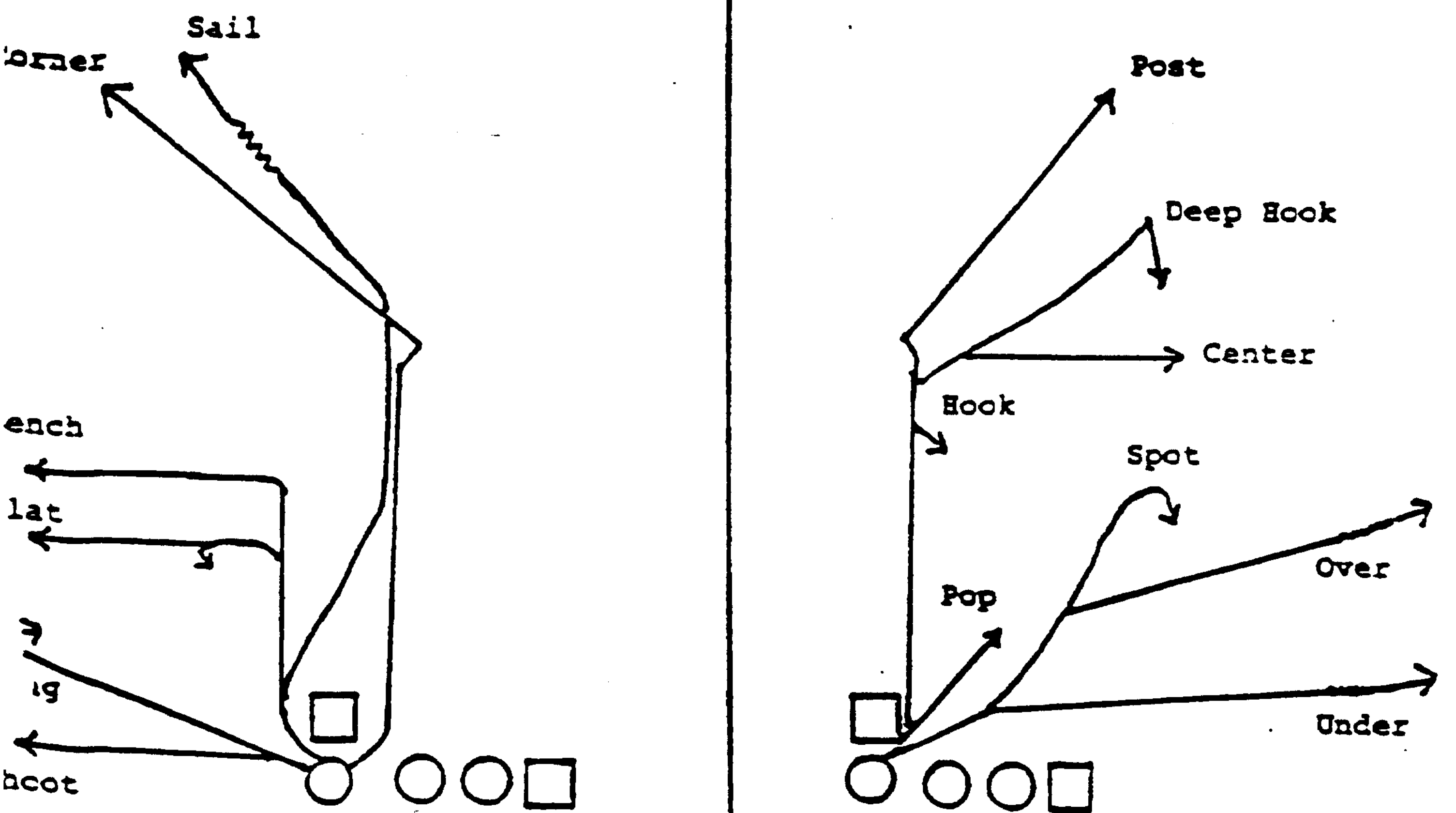
Solid Line - Close

## Section J

## Y(U)/X TIGHT/SLOT/HB PASS ROUTES

| | |
|---|---|
| J28 | Basic Routes |
| J29 | Basic Routes |
| J30 | Basic Routes |
| J31 | Basic Routes |
| J32 | Basic Routes |
| J33 | Basic Routes |

BASIC ROUTES

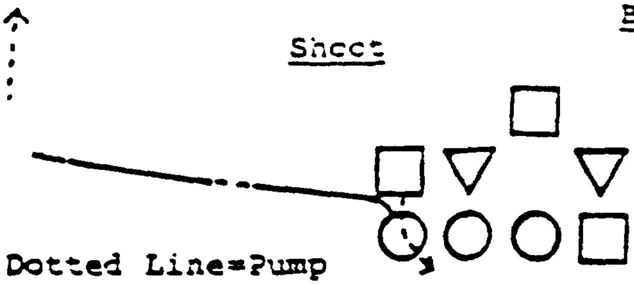



- Shoot - Release Outside, Angle 2/3 yards.
- Drag - Angle 4/5 Yards, Stationary Target
- Plat - Break out 3/5 Yards --Adjust
- Bench - Break Out 5/7 Yards -- No Adjust.
- Corner - Break at 45° Angle -- No Adjust.
- Sail - Read Secondary -- Adjust.

1. Pop - Look Quick for Ball.
2. Spot - Hook Over Ball at 6/8 Yds.
3. Under - 3/5 yds. Far Side--Adjust
4. Over - 10/12 Yards Far Side-Adjust
5. Hook - Over Position at 8/10 Yards
6. Deep Hook - Over Ball at 12/17 Yds -- Adjust.
7. Center - Cross at 10/12 Yds-Adjust.
8. Post - Deep Down the Middle.

## Basic Routes

### Shoot



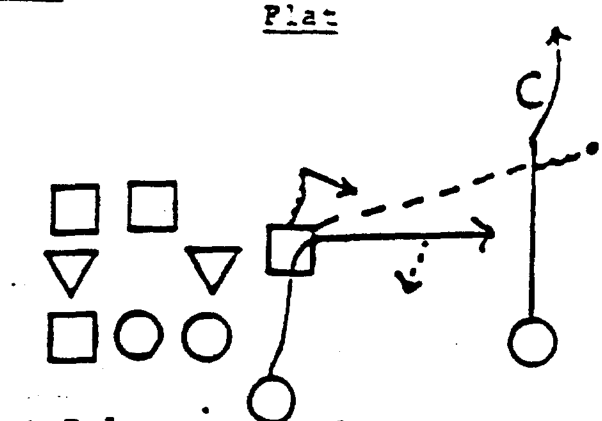
Dotted Line=Pump

Outside Release 1 Step Upfield then Flatten. Run Parallel to the L.O.S.

1. Read the Outside Coverage.
2. Look for Ball Outside WR Alignment
3. Look Quicker vs LBkr Dog.

QB - 3/5 Step Drop(Slant Shoot/Stick Shoot)Key SS VS Sam-Corner VS Cleo

### Plat



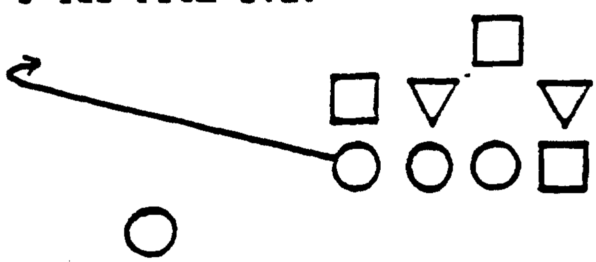

Best Release - Break Out at 3/5 yds.

Man - Push then Run Away

Defender Across Your Face -- Set Down

### Drag

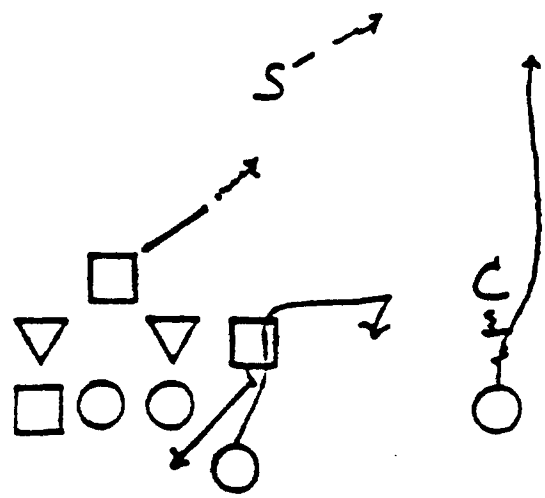
3/4 Yds Deep
5 Yds From S.L.



Outside Release directly on a course that will end up 3/4 yards deep 5 yards from Side Line.

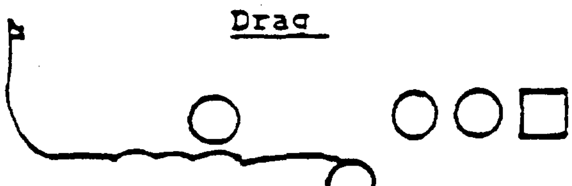
1. Set Down-Face the QB-Be Stationary
2. Be Alert-Ball may be thrown late.
3. Catch the ball.Sprint Directly upfield.

### Flat vs Cleo

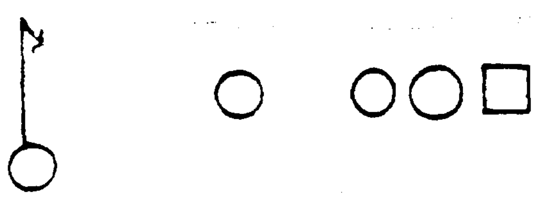



-- Stop/Be Stationary --

### Drag



Motion-end up Same Spot



Aligned Outside - End up same Spot.

### Plat Route Alerts

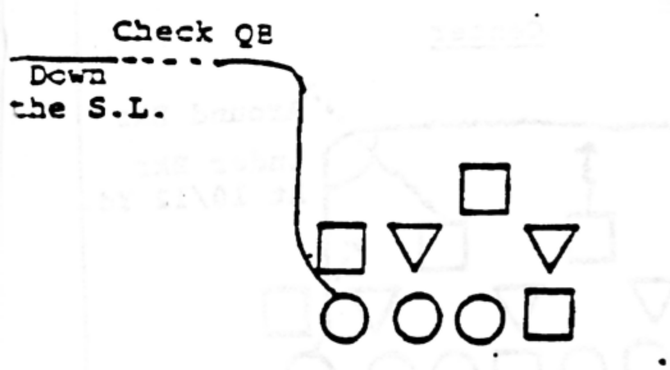
1. Free Release
2. Position Yourself for Best Release.
3. Release Outside DE if possible.
4. Pre Snap Look the Defense
   - Normal Look--Catch Ball/Turn up
   - LBkr in Path -- Set Down
   Cleo -- Set Down

Quarterback

1. 5 Step/Pivot - Receiver Sets Down -- Hitch Step
2. Receiver Motion - Alert 3 Step.

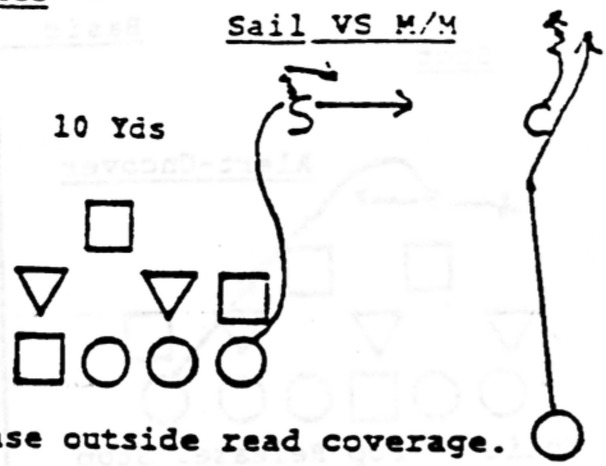
## Basic Routes

### Bench



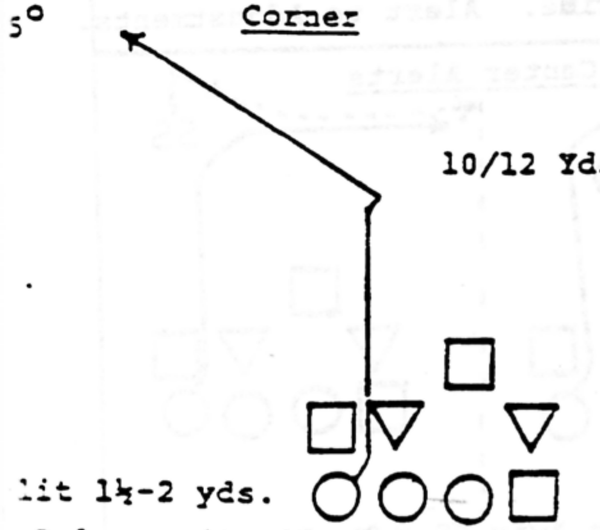

sually Part of Combination Pattern-
ease Outside the OT Upfield - Break
5/7 yards. No Adjust.

### Sail VS M/M



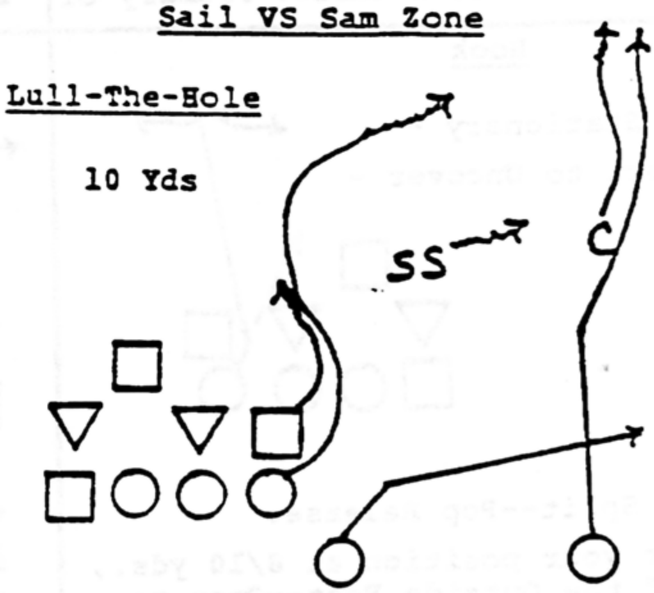

Release outside read coverage.
Man - Bend over Position.
Push to 10 Yard Area--
Then Run Away

### Corner



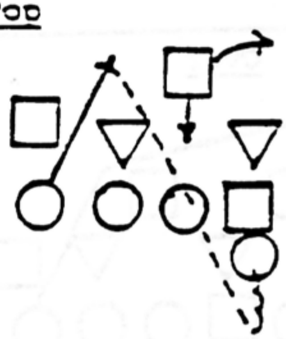

lit 1½-2 yds.
Release (Inside if Possible) -
to 10/12 Yards--45° Angle.
anical Route--No Adjust
7 Step/Hitch

### Sail VS Sam Zone




Zone - Bend In -- Push Up to 10
yard area -- Lull the Hole.

### Pop



/2 Yard Split--Inside Release
sed with Inside Release Routes.
-Bkr Dog/Away -- QB Throw Off
rd Step.
ssible Primary Off Play Action

### Sail Route Alerts

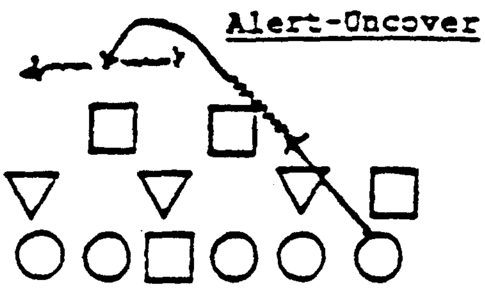
1. Outside Release
2. Bend over Position -- Read the Coverage.
3. Push to 10 Yard area -- Run Away VS Man - Lull the Hole VS Zone.

### Quarterback

1. 7 Step Drop/Hitch
2. Key SS For Coverage
   Man-- Ball out in Front.
   Zone--Hold Receiver Up.

## Basic Routes

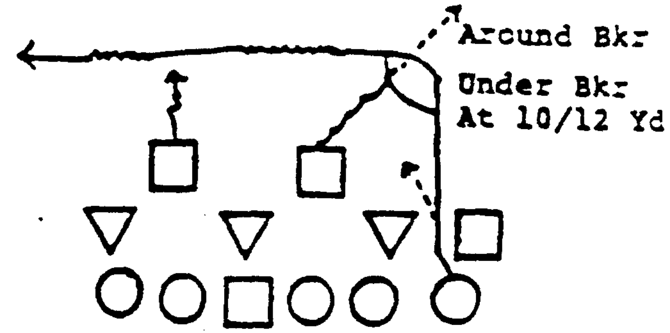
### Spot




1/2 Yard Split -- Pop Release. Stop over the Far M-Bkr at 6/8 yards deep. Be Stationary.

QB - 5/7 Steps - Play Action. Shoulder to Shoulder Throw. Primary or Outlet.

### Center



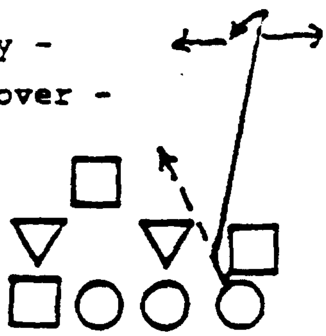

1/2 Yard Split -- Pop Release VS Zone -- Lull the Hole on either side of Far M-Bkr **must** get by near M-Bkr.

**QB - 5 Steps - Route Clean Ball Thrown on Time. Alert to Adjustments.**

### Hook

- Be Stationary -

- Alert to Uncover -

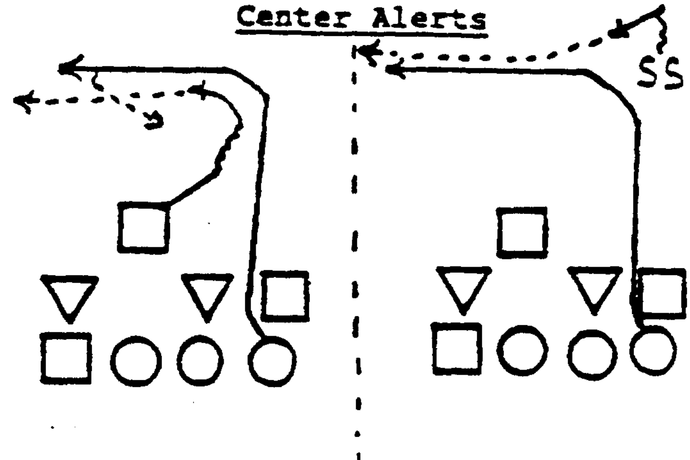


1/2 Yard Split--Pop Release.

Hook over your position at 8/10 yds., Pivot Off the Outside Foot--Open to the Inside. Ball may be thrown on time or as an outlet.

QB - 5 Step/Pivot--Shoulder to Shoulder Throw. Primary or Outlet

### Center Alerts




VS Man--Run Away **Alert to Pivot** | VS M/M--Run away **Alert to Pivot**

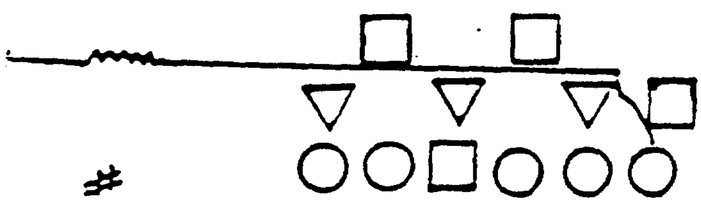
**Receiver Run Away--Turn Head/**

**Receiver Lull--Show the #'s.**

**Receiver Pivot--Be Decisive.**

### Under

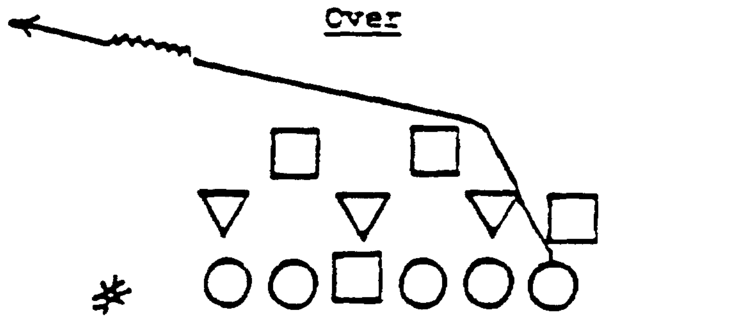
- Man--Run Away-Turn Head
- Zone--Lull-Show The #'s




1/2 Yard Split--Release inside, and Sprint to the Far Numbers. Get under Near M-Bkr--Locate Buck or Cleo for Lull Area. Depth is no deeper than yards far side.

QB - 7 Step -- Play Action
Alert to Man/Zone Adjust

### Over



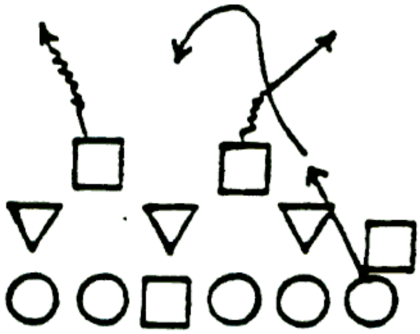

1/2 Yard Split--Release Inside and Sprint to the Far Numbers. Get past Near M-Bkr--Locate Buck or Cleo for Lull area. Depth is 10/12 yards on the Far Side.

QB - 5/7 Step--Play Action
Alert to Man/Zone Adjust.

**Basic Routes**

Deep Hook

Sam Zone

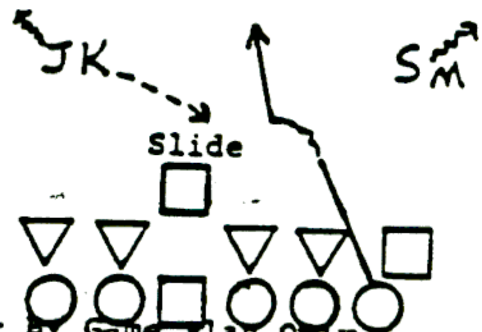


1/2-2 yard Split--Pop Release.
Avoid Near M-Bkr -- Hook Over the Ball
17 Yards - Be Stationary must work
back to the QB.

Read-Break (Hook Route)

Read-Break vs Double/Slide Covers

DBL

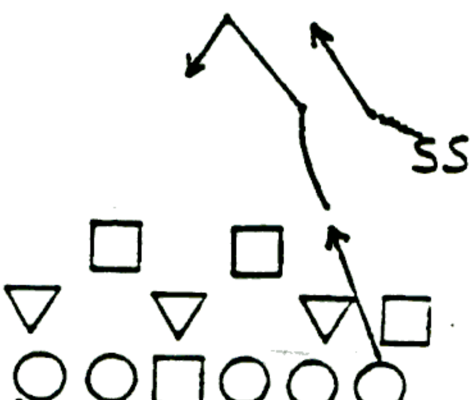



-- By Game Plan Only --

Read DBL/Slide -- Break to the Middle VS No Safety.

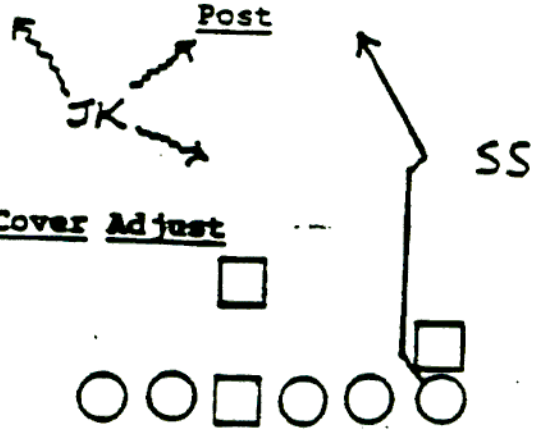
M/M

Deep Hook




Run Upfield - Comeback to the QB -
Safety Deep Pivot Back to QB --
#'s

Post

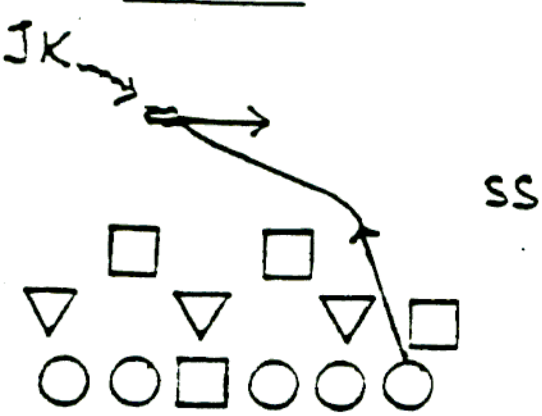



No Cover Adjust

1/3 Yard Split - Inside Release if possible. Sprint to the Deep Post. This is a Mechanical Route unless Read-Break is Part of the Plan.

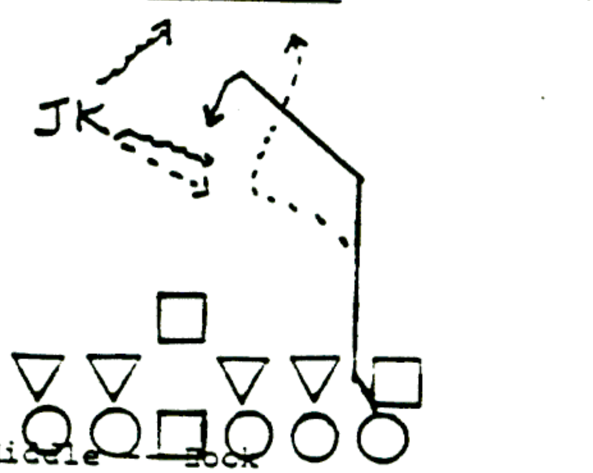
Slide

Deep Hook




The Jack -- Pivot Away
Must be 12 Plus Yards Deep.

Read-Break (Post Route)

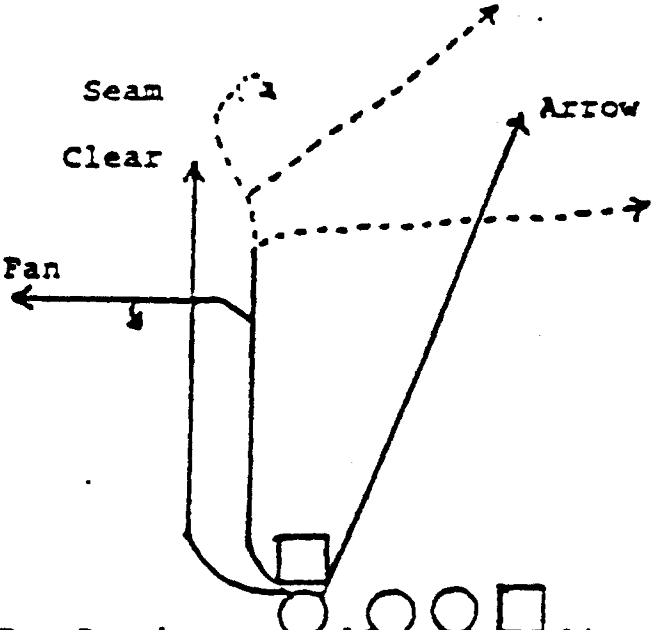



- JK Middle -- Hook
- JK Slide -- Nod Middle

## Section J

## Y(U)/X TIGHT/SLOT/HB AUXILLIARY ROUTES

Auxiliary | Routes/Terms



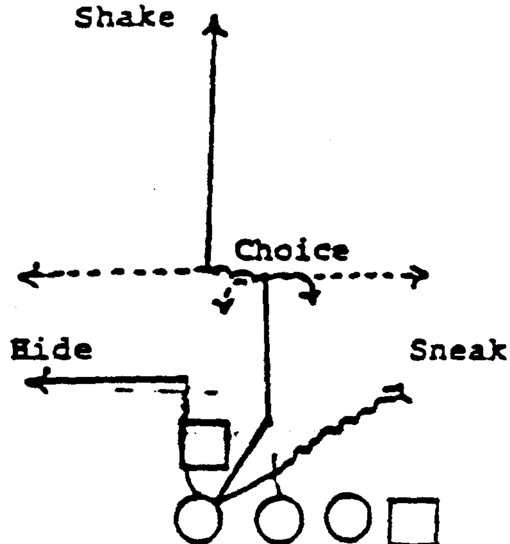

Fan-Break out at 10 yards--Adjust.

Seam-Adjust to the Coverage

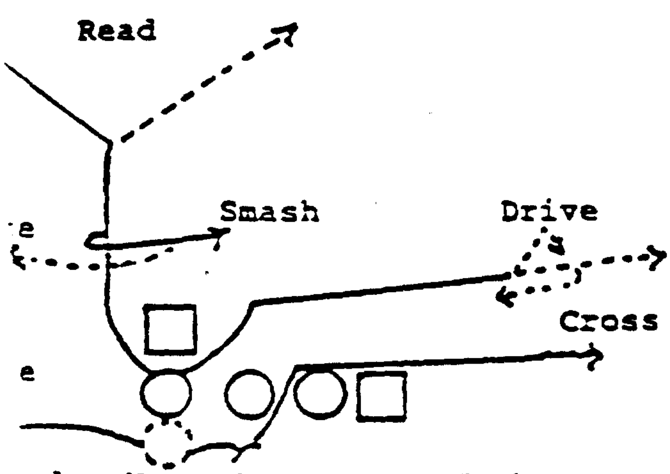
Zone Jack Middle - Hook Up
M/M Jack Middle - Center
No Jack Middle - Post

Clear - Outside release, sprint

Arrow - Inside Release, sprint




1. Shake - Counter to Choice--Adjust
2. Choice - Adjust to the Coverage
   Zone/Man Adjust VS LBkr--Safety
3. Sneak - Block Down, Release Late.
4. Hide - Push Up 3/5 yards -- Adjust




ad - Want Corner, No Jack - Post

ash - Delay inside--Adjust.

ke Smash - Delay Outside--Adjust.

ive - Run Away -- Adjust.

oss - Inside OT, Under LBkrs.

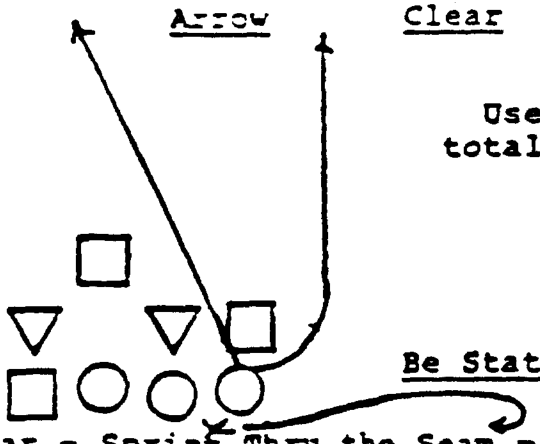
ing - Check, Stationary At Numbers.

Terms to Know

1. Check - Key Assigned Defender For Dog/Blitz -- None, Release.
2. Read-Break - Key Coverage For An Assigned Adjustment.
3. Pivot - Adjustment VS Man/ M-M.
4. Go - Break Deep Off Basic Route
5. Blitz Adjust - Break Assigned Route Off VS Safety Blitz.

Arrow Clear

Used within total pattern



Be Stationary # Flare

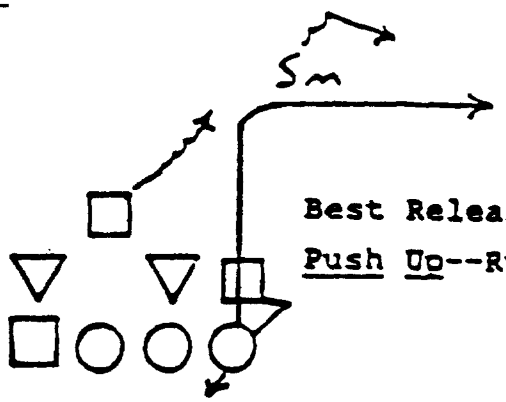
Clear - Sprint Thru the Seam - Alert

Arrow - Pop - Sprint Thru the Middle- Alert

Flare - Check - Sprint to the #'s.

Pan

M/M




Best Release -

Push Up--Run Away

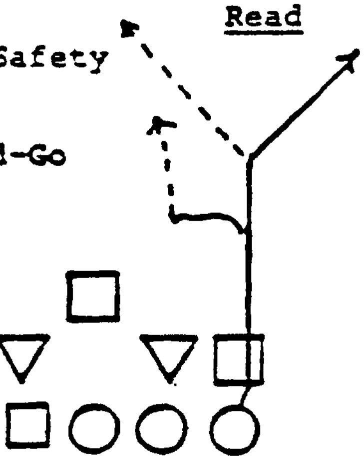
QB-5 Step - On Time Throw

Read

o Safety

Corner 1st

Nod-Go



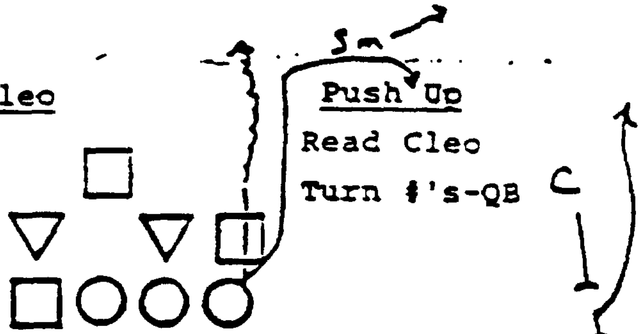
ead -- The Secondary

. Think Corner Route 1st

. No Safety -- Go to Post

. Bracket-- Nod/Go Between

Cleo



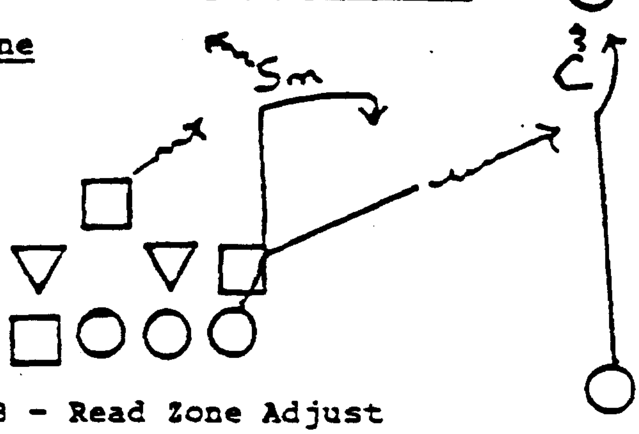

Push Up

Read Cleo

Turn #'s-QB

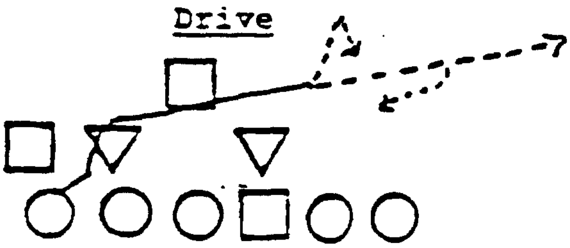
QB-Read Cleo Adjust

Zone




QB - Read Zone Adjust

Drive

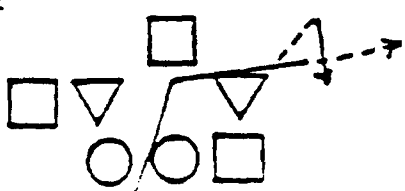


elease inside--Get By M Bkr

an - Run Away-- Pivot

one - Lull -- Show the #'s

Cross



ad Coverage

Pan Alerts

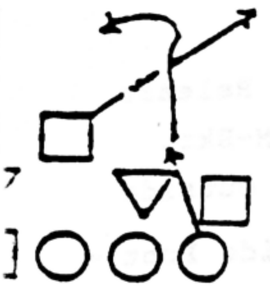
1. 1/2 Yard Split--Best Release
2. Release Straight Upfield
3. M/M--Push Sm - Run Away
4. Read Sm/CS Bkr/Corner For Coverage Adjustments.
5. Slide Cover - Hook Up between JK -- Sm.

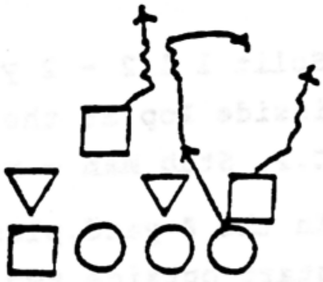
Quarterback

Must Put ball "ON" Rec. vs Zone Adjustment.

## Choice Route

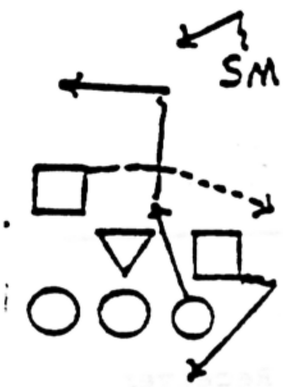
### Zone

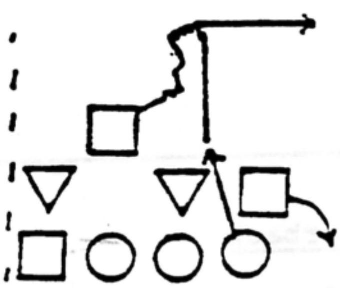




kr Runs Past | - Bkr Flattens -
Hook In | Hook Out

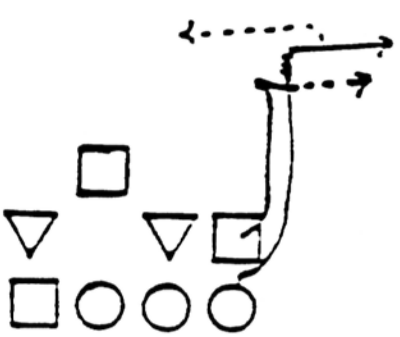
### Man



Sam Man | M-Bkr Man
Break In | Break Out

### Outside Bkr Man



- Release Outside -

.. Pressure -- Run Away

### Choice Alerts

1. Split 1 1/2 - 2 yards inside Pop release (M-Bkr Dog-Alert for Ball) - Possible Release Outside.
2. Must release at Near M-Bkr, make contact in 8 yd. area.
3. Choices
   A. Bkr Man - Run Away or Turn Back.
   B. Bkr in and out - Run Away
   C. Safety M-M - Run Away
   D. M-Bkr Runs Past - Hook-In
   E. M-Bkr Zone inside - Hook-Out
4. Must Adjust to Coverage.

- You Win -

C.P. - **Must Be Decisive**

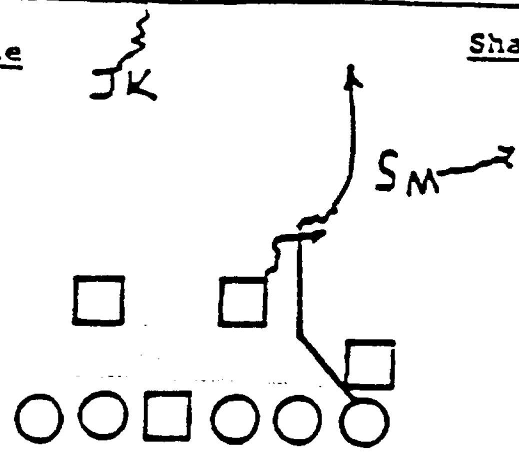
### Quarterback

1. 5 Step Drop - Alert Pop!
2. Pre Snap Look Safety - Bkr
3. Key Safety to Bkrs.
4. Must have Throwing Lane
5. Shoulder to Shoulder Throw.

# Y(U)/X TIGHT/SLOT/HB AUXILIARY ROUTES

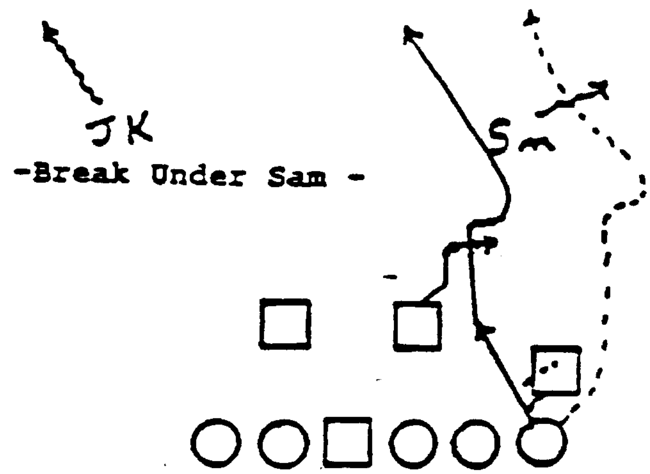
3 Deep Zone

Shake | Route



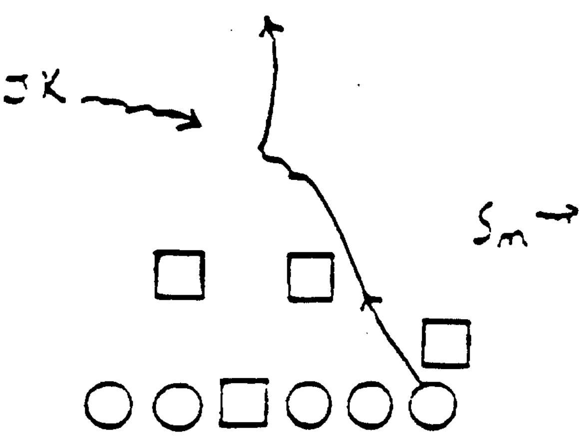

A - JK Free/Sm Zone -- Seam

2 Deep Zone/Man




B - JK and Sam Split -- Middle
Dotted Line -- OS Bkr Man

JK Slide




C - JK Slide--Nod IN/GO Behind

Shake

1. Split 1 1/2 - 2 yards. Release inside Pop at the Near M-Bkr. C.P. Stub Man - release outside
2. In the 8 yard, plant Inside Foot - start outside two steps and turn up into Seam --
   A. Jack Free
   B. Jack/Sam Split
   C. Jack/Sam Split - Man Under
   D. Jack Slide

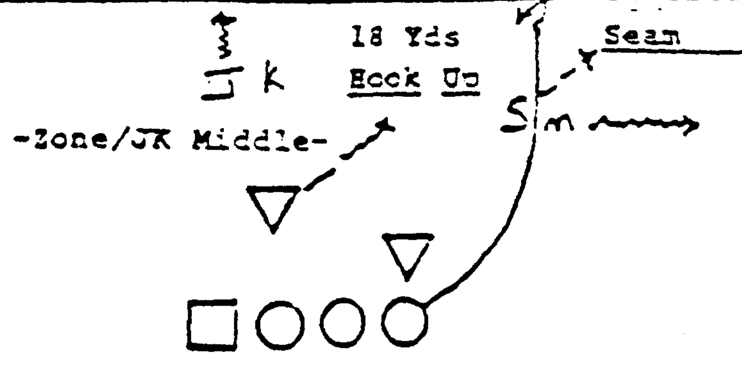
Quarterback

1. 5 Step Drop - Pump the Receiver
2. Must Pre-Snap Look for Jack/ Sam Location
3. Type of Pass
   A. Short Arc
   B. Shoulder to Shoulder

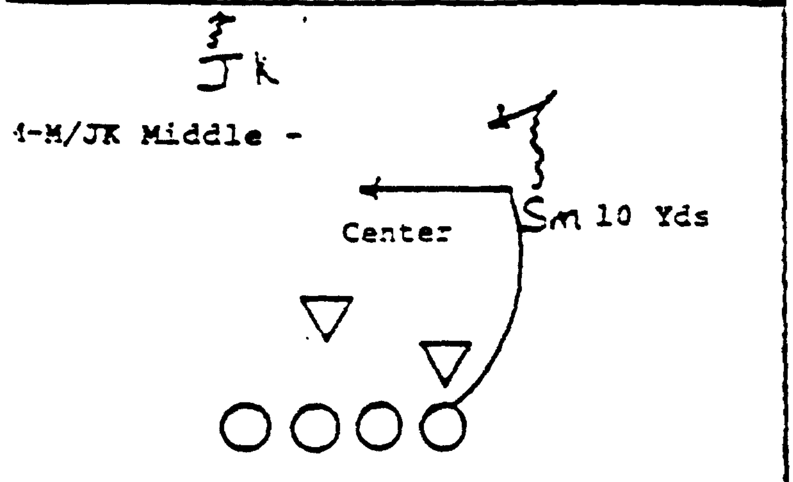
## Seam Route

### Hook Up/Center/Post

1. Split 1 1/2 - 2 yards Must Release Outside.
2. Pre-Snap Look the Safety Bkr.
3. <u>Read the Coverage</u>
   - Be Decisive - This Route Must Develop Fast
   
   A. Hook Up - when Jack is Free/Sky or Cleo
   
   B. Center - When Jack is Free/M-M
   
   C. Post - When Jack and Sam Split/ DBL Zone.
   
   D. Shake - When Jack and Sam Split/ Man Under.



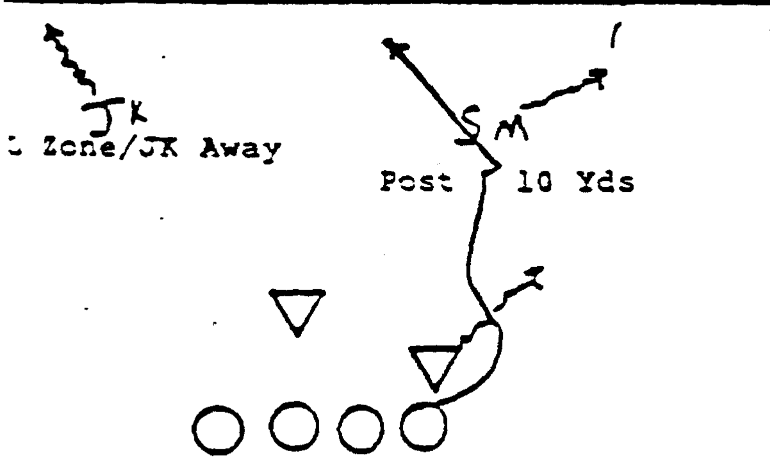

- Release O/S Read Safety -



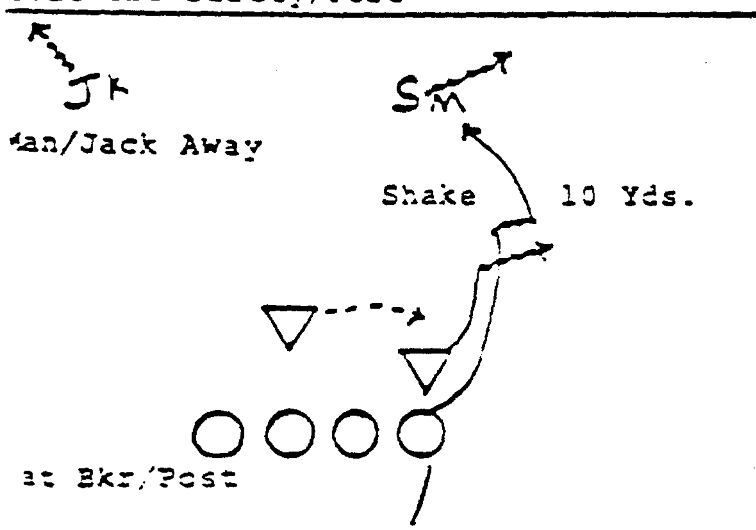

- Beat Safety Inside -

### Quarterback

1. 5 Step Drop when working the Read.
2. Must Pre-Snap Look/Read on the Move
3. If Receiver is indecisive or Read does not develop fast enough -
   - Go to Outlets -




Beat the Safety/Post -




...at Bkr/Post

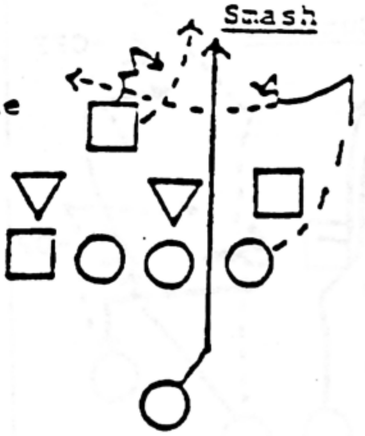
Section J

Rub(Pick) Pattern

J39 Rub (Pick) Patterns

Smash

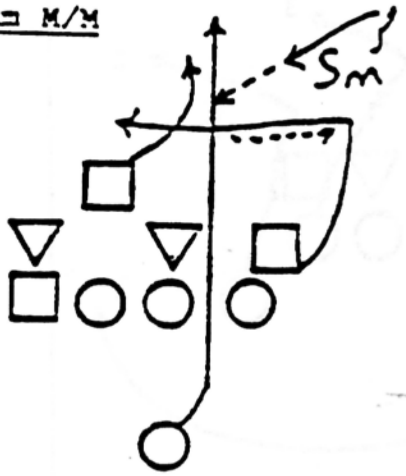
Zone



- M-Bkr Runs, Come Under
- M-Bkr Stays, Set Down

Smash

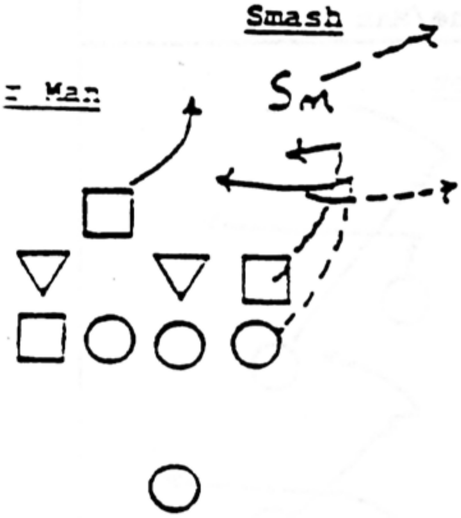
Sam M/M




Sam M/M - Run Away
Sam Beats You - Pivot

Smash

Man




S Bkr Man - Downfield Slip
S Bkr Wall - Downfield Pivot

Smash

1. Split 2 - 3 yards. Pause on the L.C.S. - Release Cutside to a Point 4 - 5 yards Deep/2 yds. outside your position.
2. Read the Coverage.
   A. Zone - Check Near M-Bkr
   B. M-M - Run Away inside unless defender beats you - then Pivot out.
   C. Man (Bkr) - Same as Safety M-M.

C.P. <u>Must Be Decisive</u>

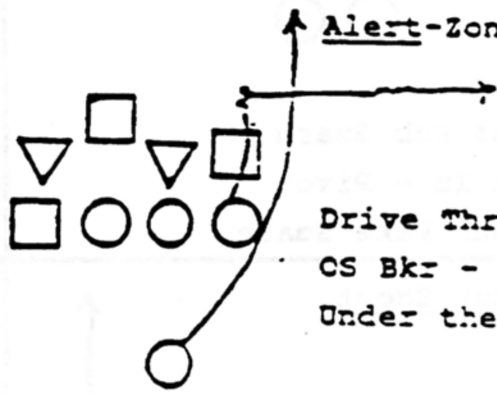
Quarterback

1. 7 Step Drop
2. Read the Coverage with Receiver.
3. Must have Throwing Lane.

- Alert Fake Smash -

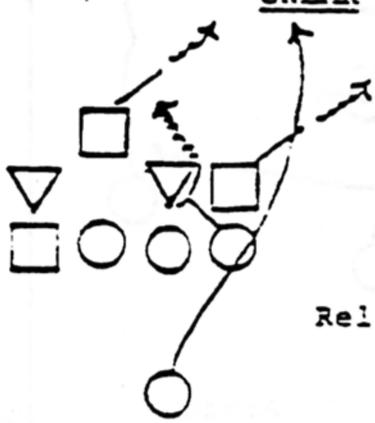
HIDE

Alert-Zone Adjust



Drive Thru
OS Bkr - Release
Under the Back

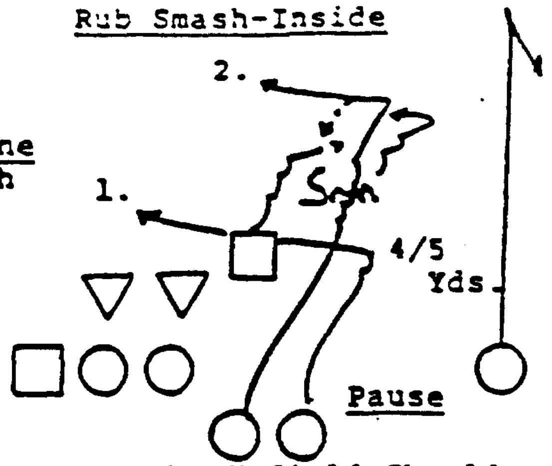
SNEAK



DBL with D
Read Near M-B
Release to Open Area

## Rub Smash-Inside

lert Zone
un Smash

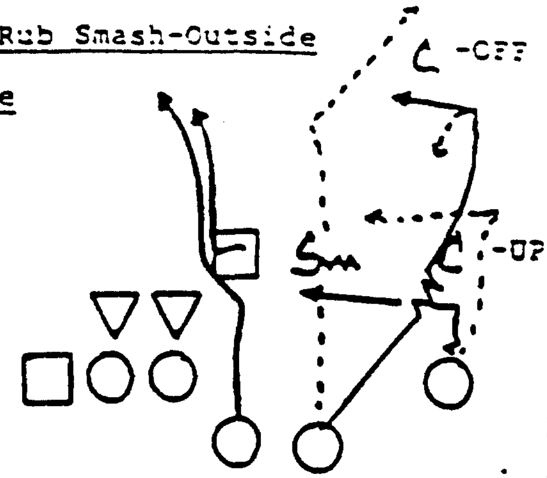



**Pick Man Run at the Upfield Shoulder Make the Defender Go Around.**

**-Defender Loose--Drive Upfield**
**-Defender Tight--Drive Outside**

## Rub Smash-Outside

Alert Zone
Run Smash

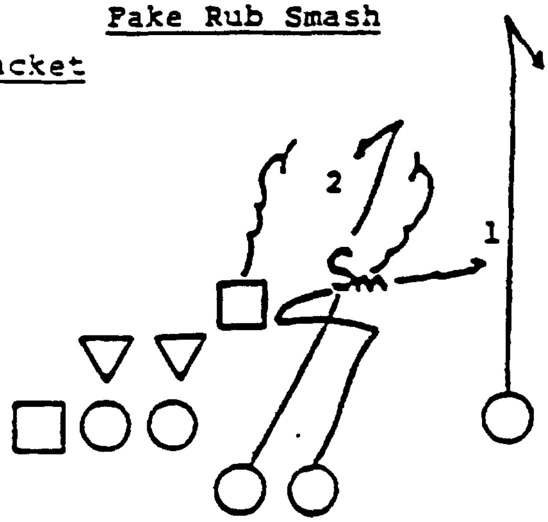



**Corner Up--Pick Him, make the Corner Go Around.**

**Corner Off--Smash, Inside Receiver Run Corner Route.**

## Fake Rub Smash

Beat Bracket

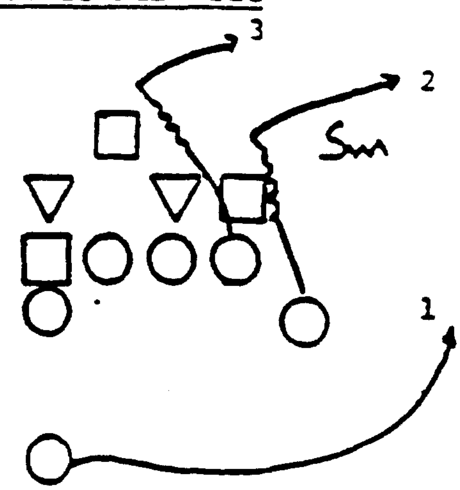



**Same Concept as Rub Smash**

**Receiver Drive In - Pivot**

**-Alert Zone--Run Fake Smash**

## Double Rub Wide

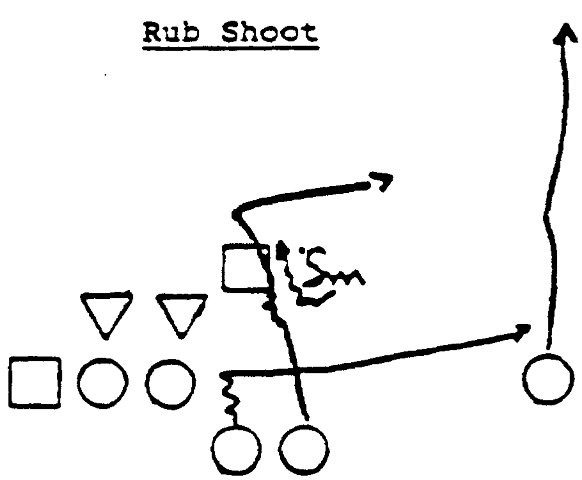



**TE Pick Near M-Bkr (Zig)**

**Back/Receiver Pick OSBkr (Zig)**

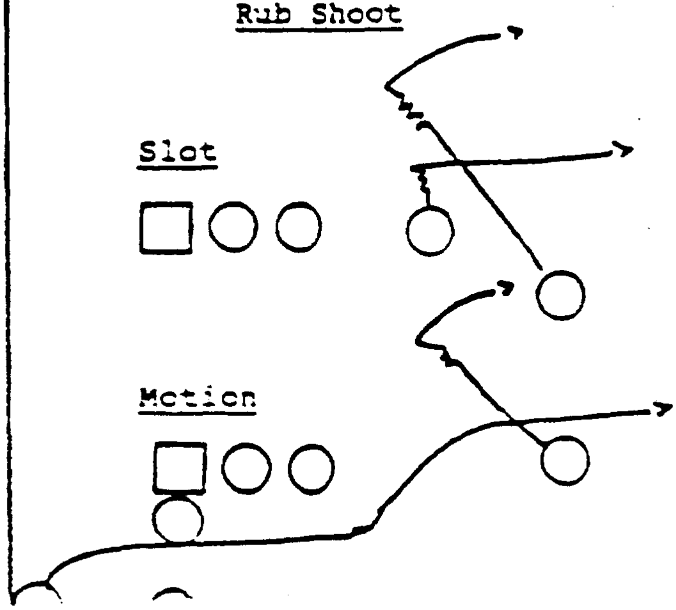
**QB Key the Sm--Zone/Man**

## Rub Shoot




Pick Man Make Defender Go Around

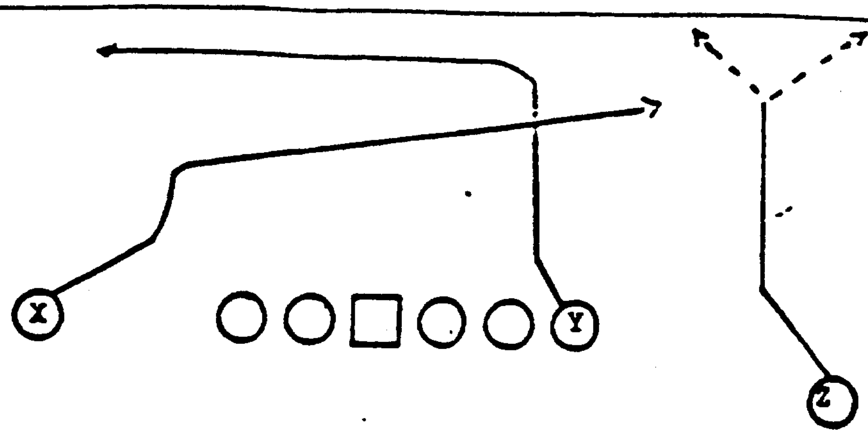
## Rub Shoot



# Section J

## Cross/Scissor Pattern

X CROSS POST/FLAG

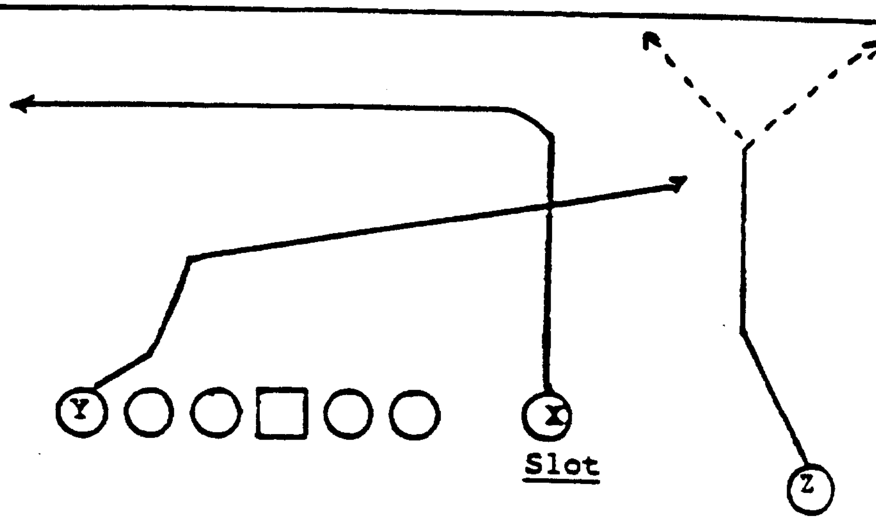



X - Tighten Split--Run Over Route

Y - Best Release--Run Center Route

Z - Run Route Called -- Possible Burst Release

Y CROSS POST/FLAG

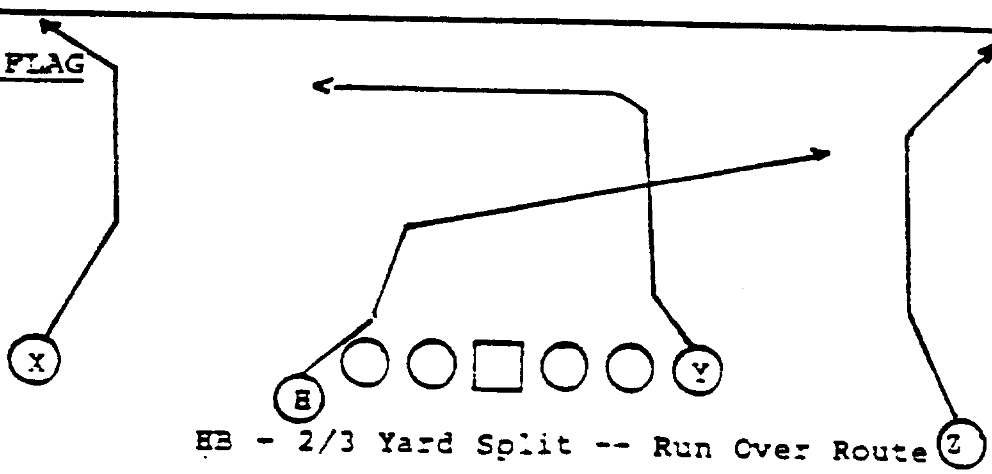



Y - 2/3 Yard Split--Run Over Route

Slot-Best Release--Run Center Route.

Z-Run Route Called--Possible Burst Release

H CROSS DBL FLAG

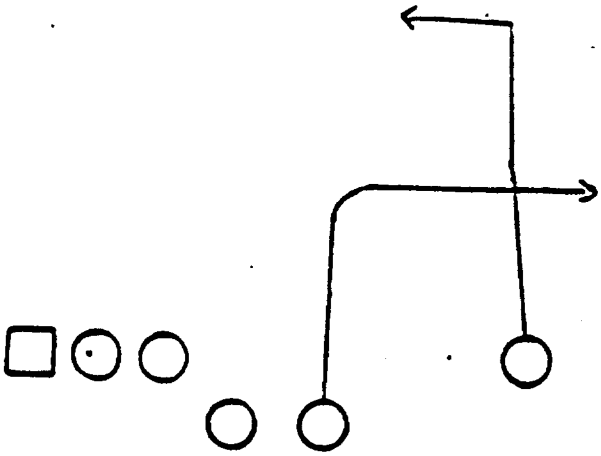



HB - 2/3 Yard Split -- Run Over Route

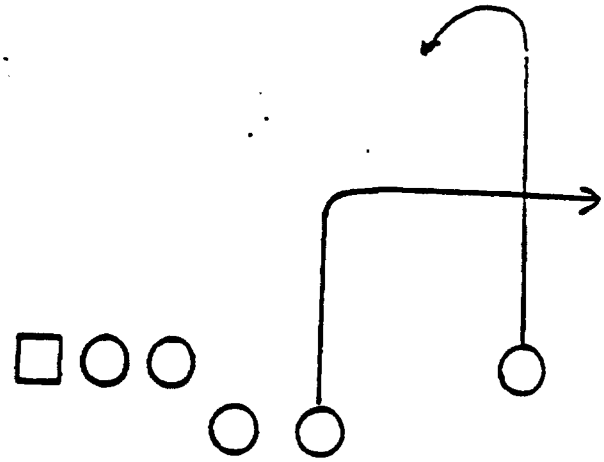
Y - Best Release -- Run Center

X-Z - Run Route Called--DBL Flag-Burst Release

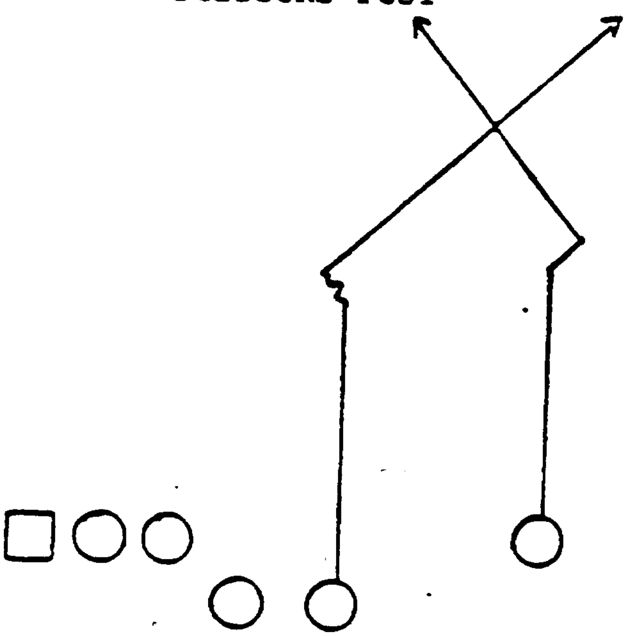
SCISSORS IN



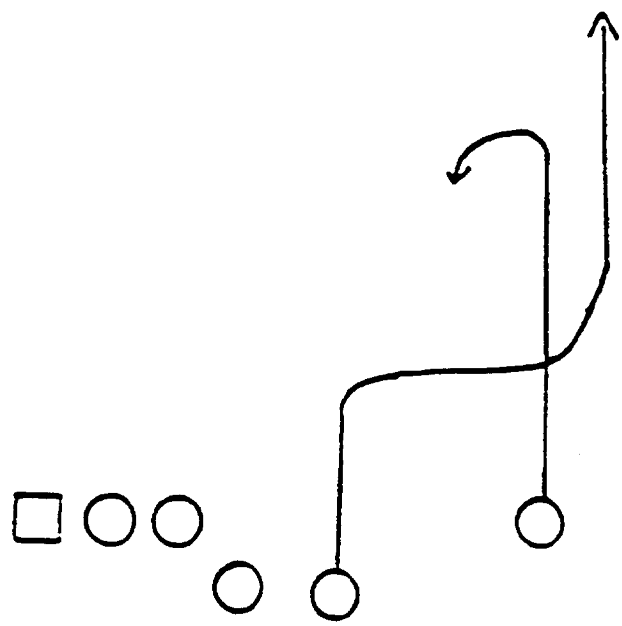
SCISSORS CURL



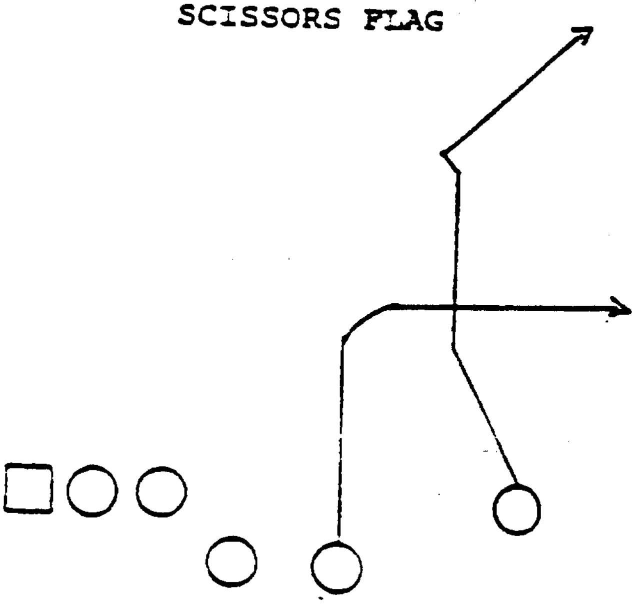
SCISSORS POST



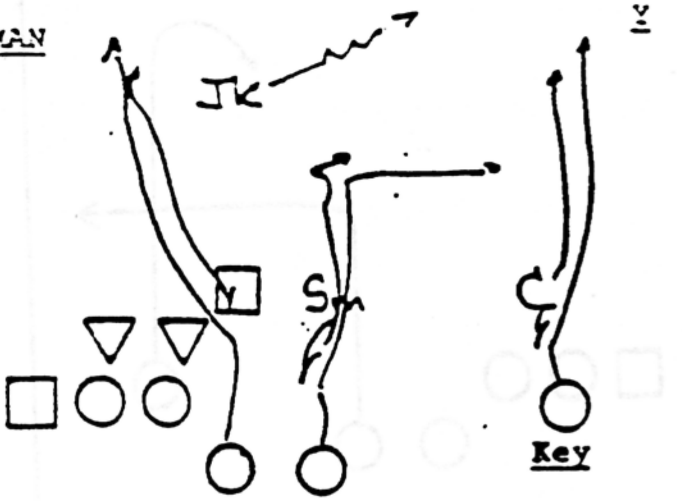
SCISSORS DEEP



SCISSORS FLAG



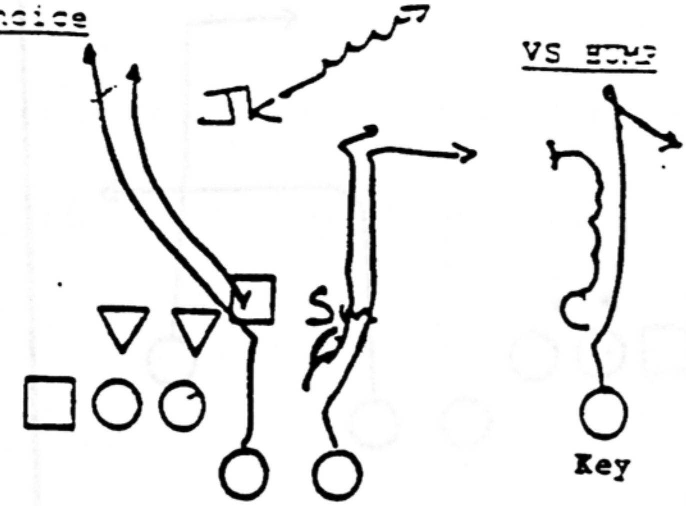
, MAN




Outside Release - Push up to 12 Yard Area - Be Alert to Bump or Trail Tech. QB must Read Triangle

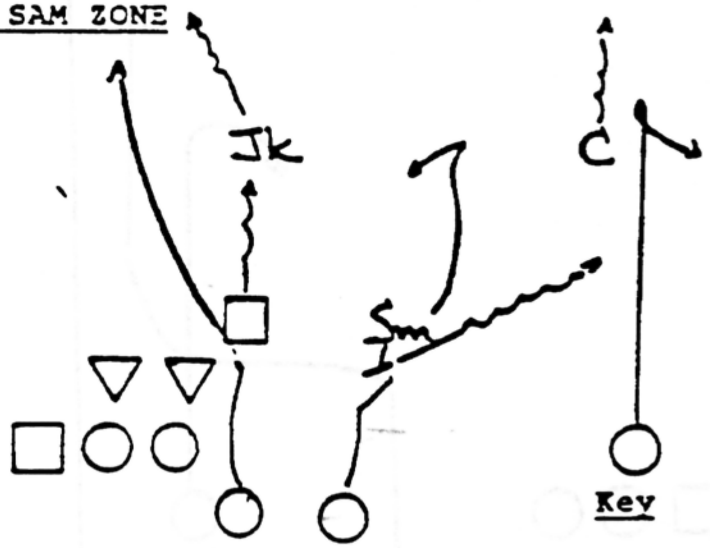
Choice

VS BUMP




Receiver must Push Upfield - Get depth Read the Triangle . QB must anticipate.

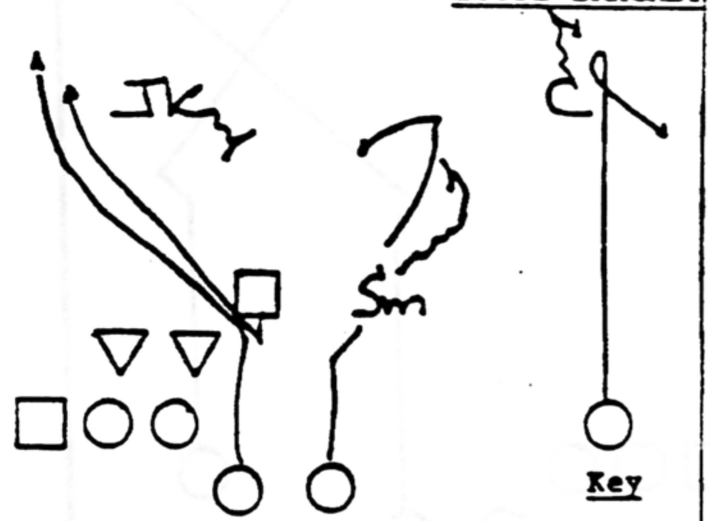
VS SAM ZONE




Be Alert to Sm Jam

Start Outside Release - as Sam Zones Off Push Him Then Turn In

LOOSE BRACKET




Release At Sam - Outside Shoulder, Push Sam--Turn Inside but Away from Jack.

Slot Choice Alerts

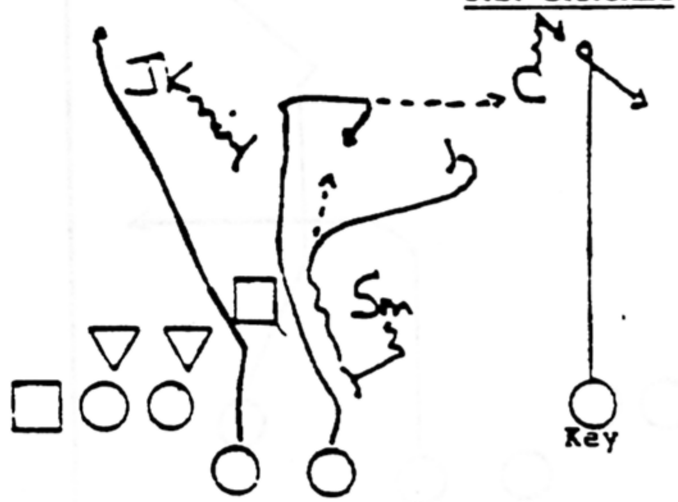
1. Must P.S.L. Coverage Look.

2. Must Release Upfield--Unless Jammed Then Try to Release Outside.
   - Be Alert For Funnel Jam - Will have to release inside-

3. Be Decisive on All Adjustments.

Quarterback must anticipate.

JAM BRACKET

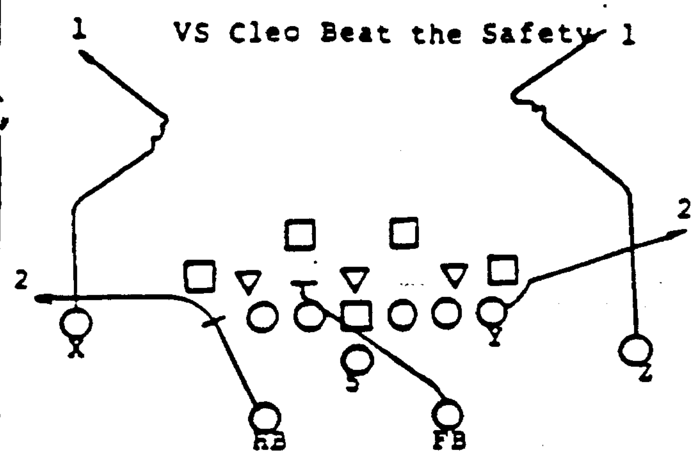



When Forced Inside-Push Up Then Run

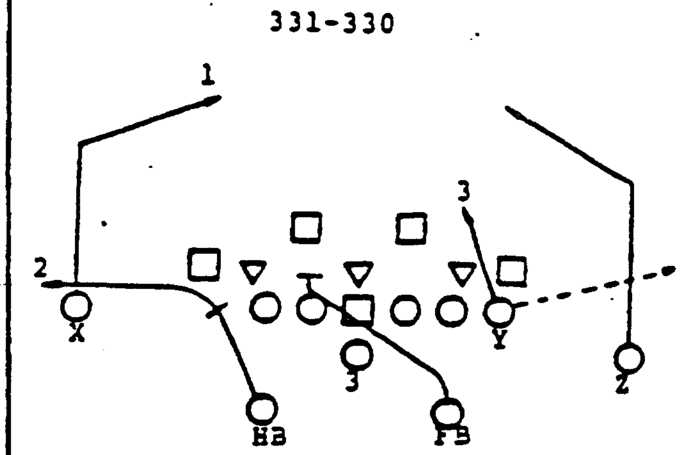
## Section L

### 300-400-500 Passes

| | |
|---|---|
| L23 | 330-331 |
| L24 | 314-315 |
| L25 | 314F-315F |
| L26 | 316-317 Power / 418/419 |
| L27 | 366-367 |
| L28 | 398F-399F |
| L29 | 564-565 |




Red RT 331 DBL Slant Corner




Red RT 331 Slant (DBL Slant)

Protection Alert - HB Check - Y Release

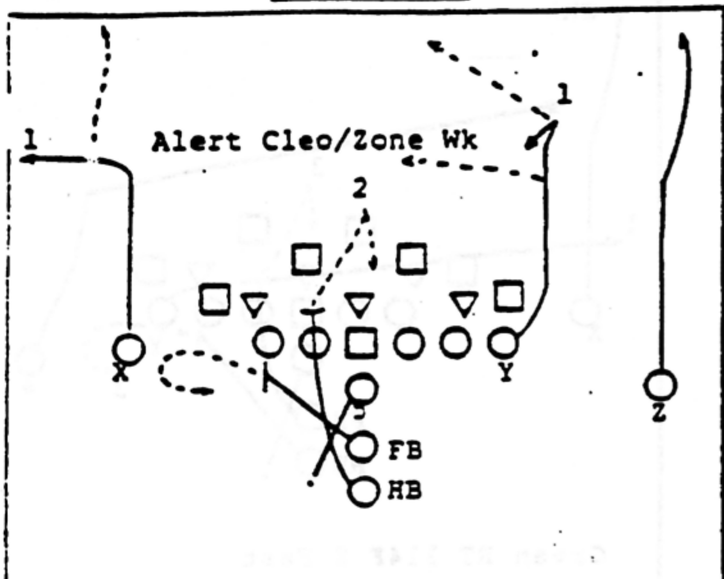
JK Blitz - Same

331-330 Slant (All Recs. Slant)
P.S.L. - Buck--JK/Sm
Work X-HB-Y/Alert Cleo-Bump

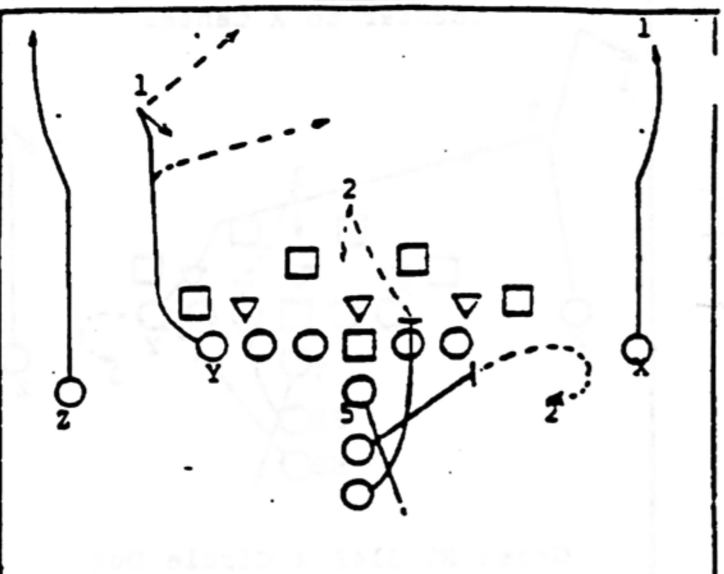
331-330 DBL Slant Corner
P.S.L.--Pick A Side - Stay

Variations - DBL Slant -- X Slant Go

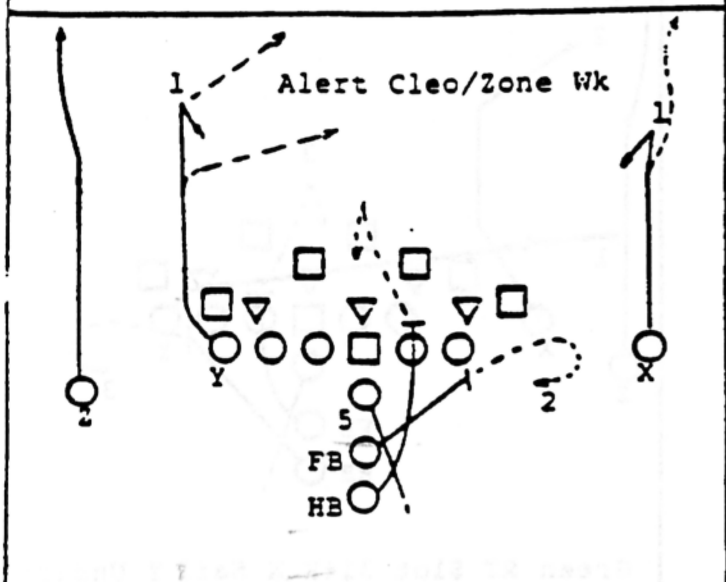
PLAY ACTION ATTACK 300 PROTECTION - PLAY 314-315



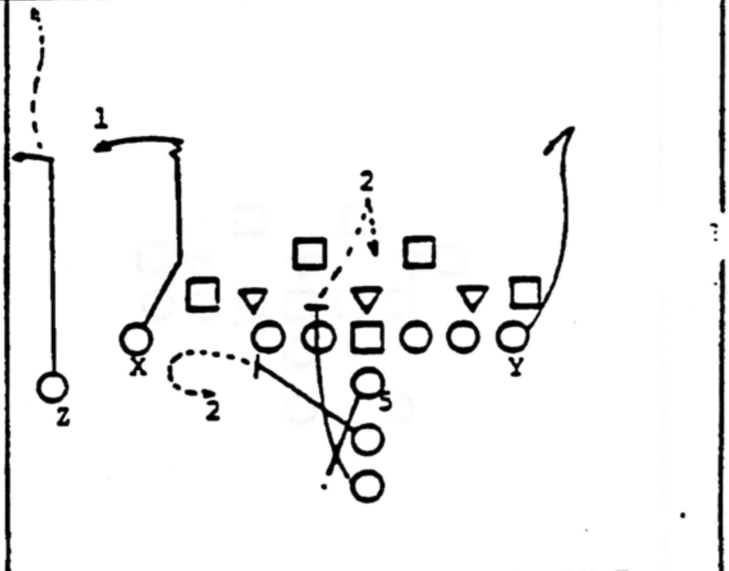

Green RT 315 X Out(Go)-Y Seam




Green LT 314 Y Seam




Green LT 314 X Hook (Go) - Y Seam




Green RT Slot 315 Z Out (Go)X Fan

Protection Alert VS Blitz - HB/Y Check VS Same Blitz

Sam Blitz - Z No Adjust--Alert Slot JK Blitz

Jack Blitz - X Adjust--Alert Slot

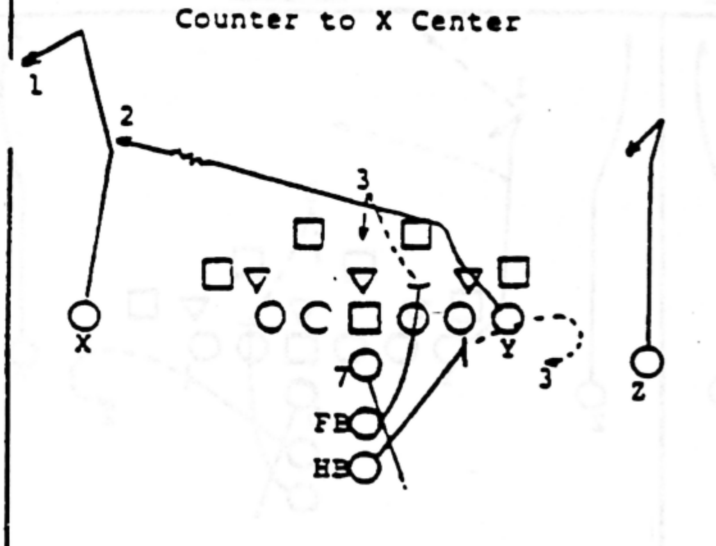
X Out(Go)-Seam - QB No Fake--5 Step Drop. Work X to Outlets unless X Double Covered - then work Seam to outlets.

X Hook (Go)-Seam QB have same rule as above

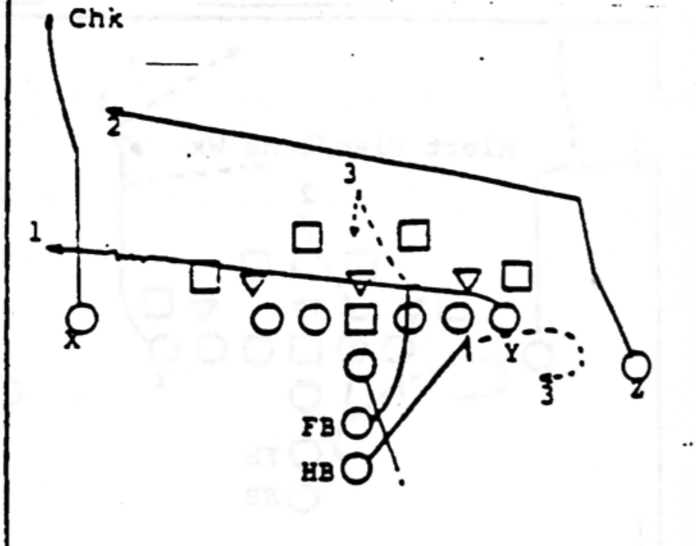
Y Seam - Action to X. Work X if 1-M-1 to outlets. X Double covered work Y Seam to outlets.

Z Out(Go)X Fan-QB No Fake--5 Step Drop. P.S.L. Cover for Z Primary or X Primary to Outlets.

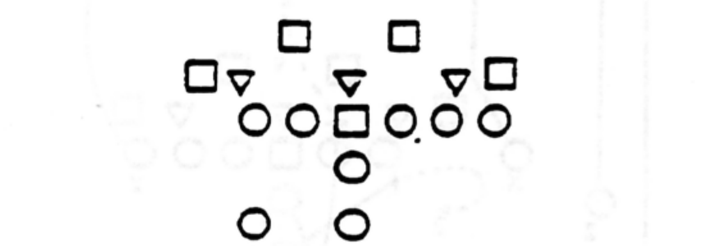
# PLAY ACTION ATTACK 300 PROTECT'N - PLAY 314F - 315F

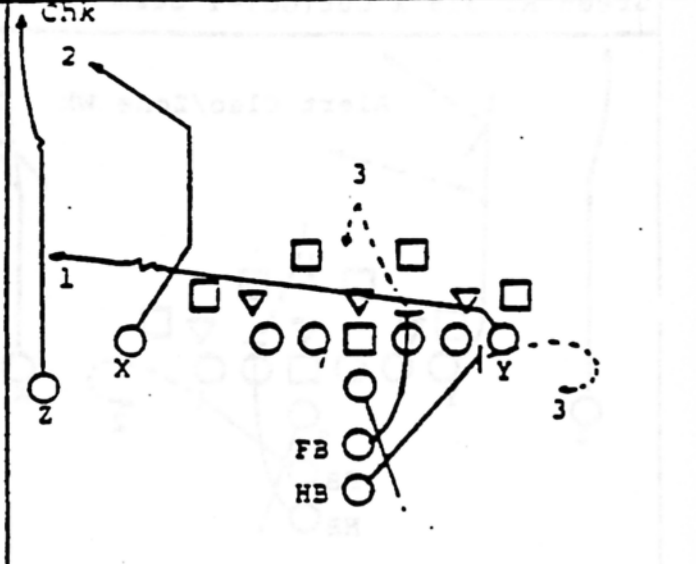



Green RT 314F X Circle Out




Green RT 314F Z Fast






Green RT Slot 314F X Sail Y Under

Protection Alerts VS Blitz - HB/Y Check VS Sam Blitz

Sam Blitz - Z No Adjust--Alert Slot JK Blitz

Jack Blitz - X Adjust--Alert Slot

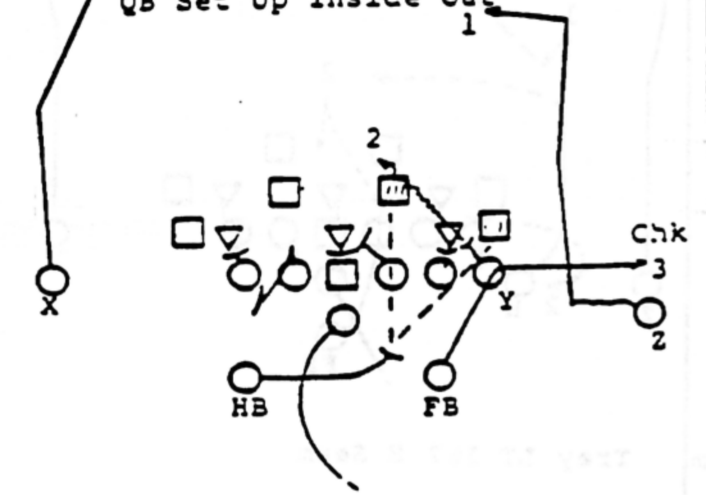
X Circle Out-- QB 7 Step drop. P.S.L. JK/SM look. Be aware of Buck Alignment. Work X Cir. out #1 - Y over #2 to outlets.

Z Fast -- QB 7 Step Drop must P.S.L. - R.O.M. for JK. Check X Go Work Y under - Z Fast to outlets.

X Sail-Y Under--QB 7 Step drop check Z Go - Work Y under to X Sail (Alert X Sail Adjust to Man)

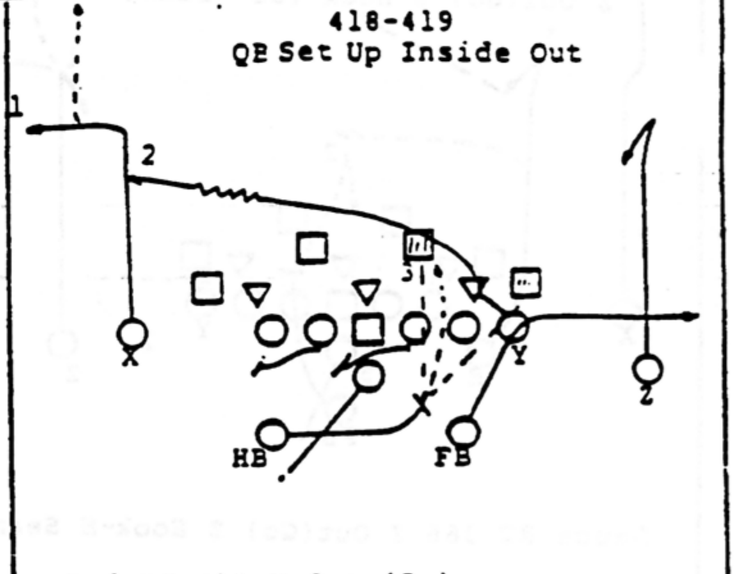
# PLAY ACTION ATTACK 300/400 PROTECTION - PLAY 316-317 POWER/418-419

316-317 Power
QB Set Up Inside Out

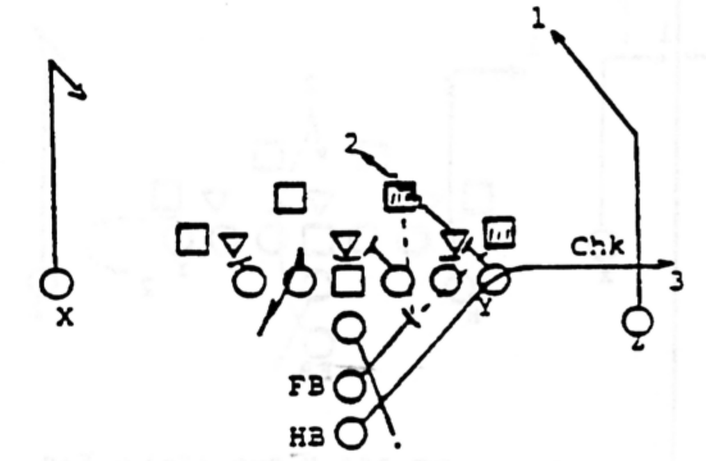



Red RT Z Short 316 Power Z In

418-419
QB Set Up Inside Out



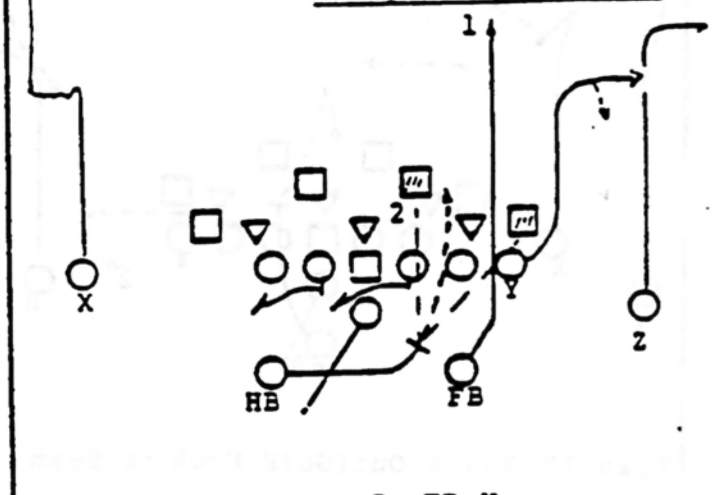

Red RT 418 X Out (Go)




Green RT 316F Power Z Stick

Chk

FB Up Must Be Clear




Red RT 418 X Out-Go FB Up

Protection Alert. HB-Y No Adjust to Sam Blitz

**Sam Blitz** - Z No Adjust

**Jack Blitz** - X Adjust--Alert Slot

**Z In** - QB set up 10 yds deep. Must Check Shoot 1st work Z to Y Sneak. Shoot is #3 late.

**Z Stick**--QB No Fake 5 Step drop. Must Check Shoot 1st work Z to Y Sneak. Shoot is #3 late.

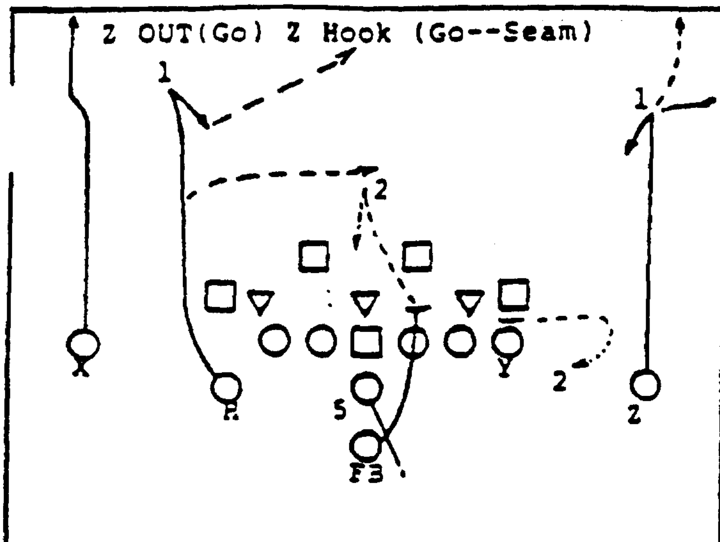
Protection Alert. FB - Y Check VS Sam Blitz.

**Sam Blitz** - Z No Adjust

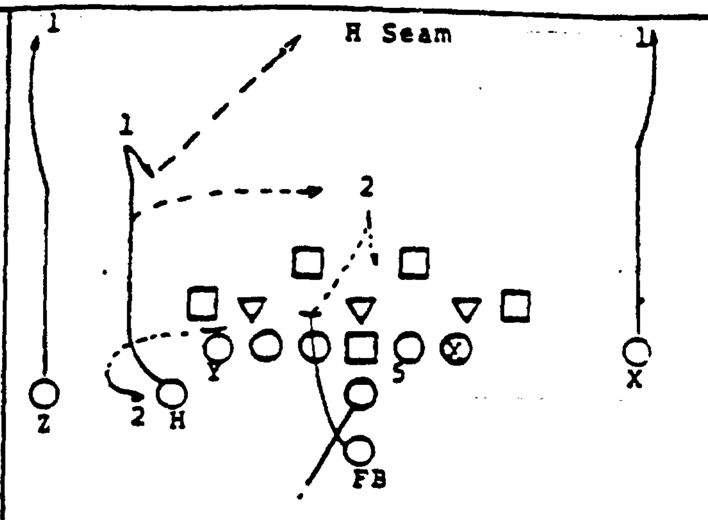
**Jack Blitz** - X Adjust--Alert Slot

**X Out(Go)**--P.S.L. Weak Side of Def. Front for unusual look. QB 5 Step Drop. Work X out (Go) to Y Over--FB Delay #3.

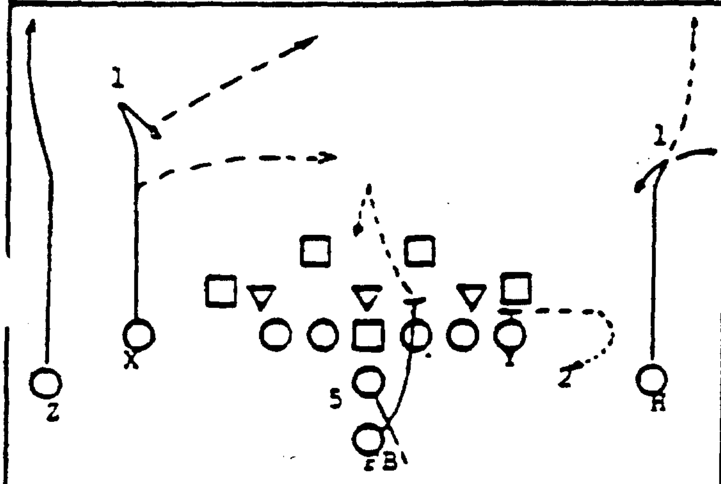
**X Out-Go FB Up** QB 5 Step Drop. Chec' X--Work FB up to HB Delay #2.



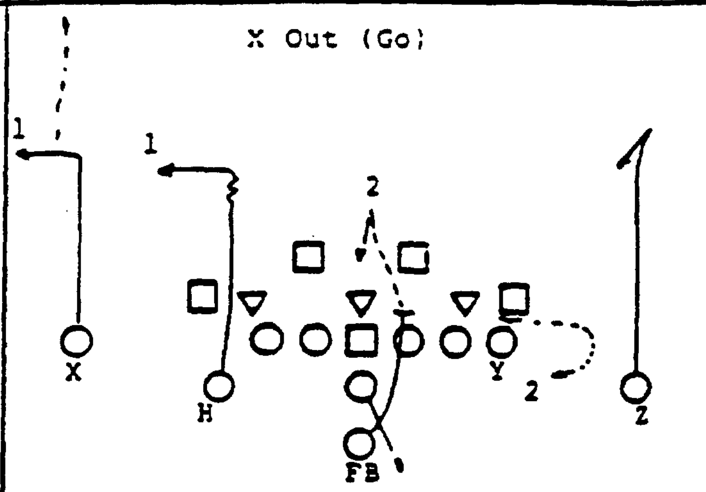

Deuce RT 366 Z Out(Go) Z Hook-H Seam




Trey LT 367 H Seam




Flex RT 366 H Out(Go)H Hook -X Seam




Deuce RT 366 X Out (Go) H Fan

Protection alert VS Blitz - Follow Drop Back Pass Rules. The QB will not make a hand Fake VS 366-367

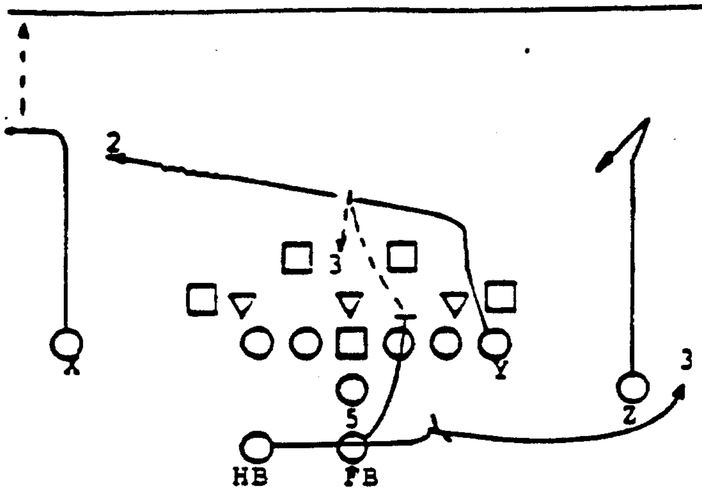
Out/Hook Call - The Primary receiver will be called followed by a Seam Call to tell the Two Receiver Side to run the Seam Pattern. The QB keys for Double Cover on the Primary Receiver--Work Seam Side.

Seam AS Primary - QB work like Drop Back. If have 1-on-1/not sure work the Seam.

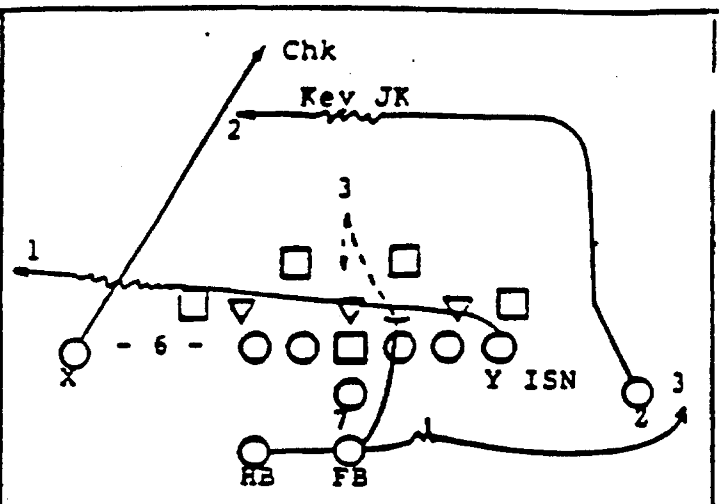
X Out(Go) - When 2 Receiver Side is toward X--Treat End Like Z.

Variations - Y Flag - X Center - Z Center

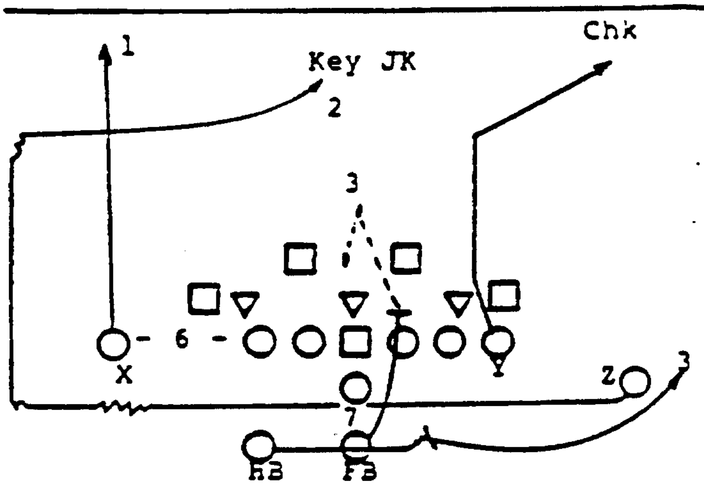
# PLAY ACTION ATTACK 300 PROTECTION - PLAY 398F-399F



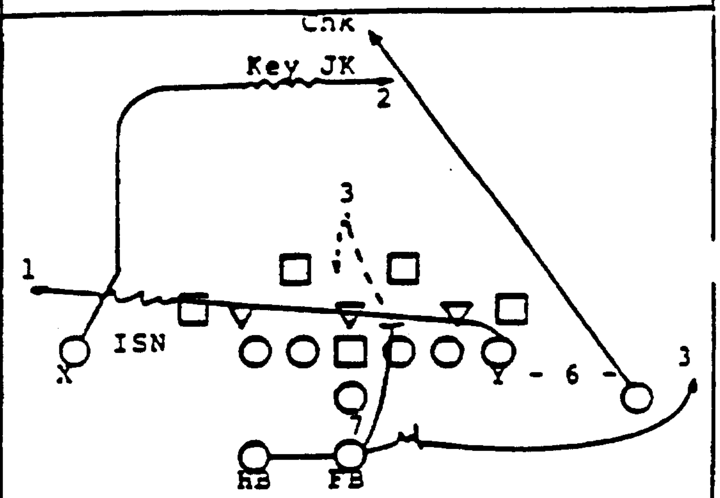

Brown RT 398F X Out(Go)




Brown RT 398F Z Center




Brown RT Slot Z Opp 398F Y Flag - Z Middle




Brown RT 398F X Center

Protection Alert VS Blitz - HB/Y Check VS Sam Blitz

Sam Blitz - Z No Adjust--Alert Slot JK Blitz

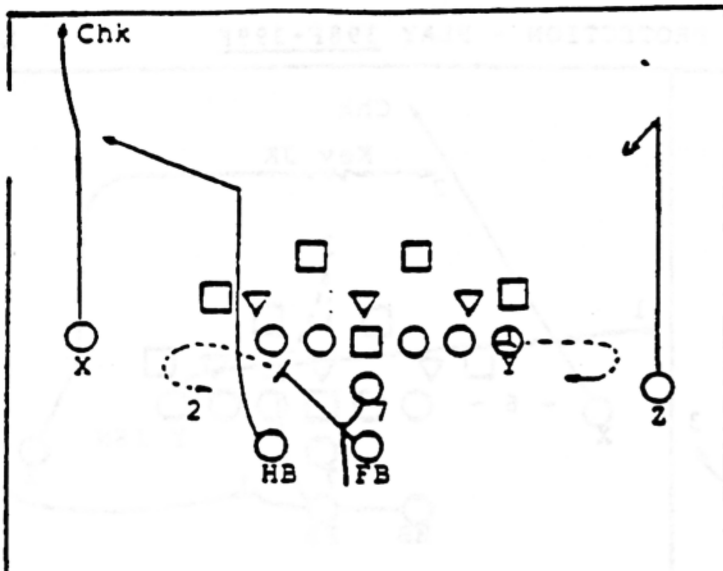
Jack Blitz- X Adjust--Alert Slot

X Out--QB 5 Step Drop Work X Out-Y Over to Outlets, alert to Cleo/Bump Adjust

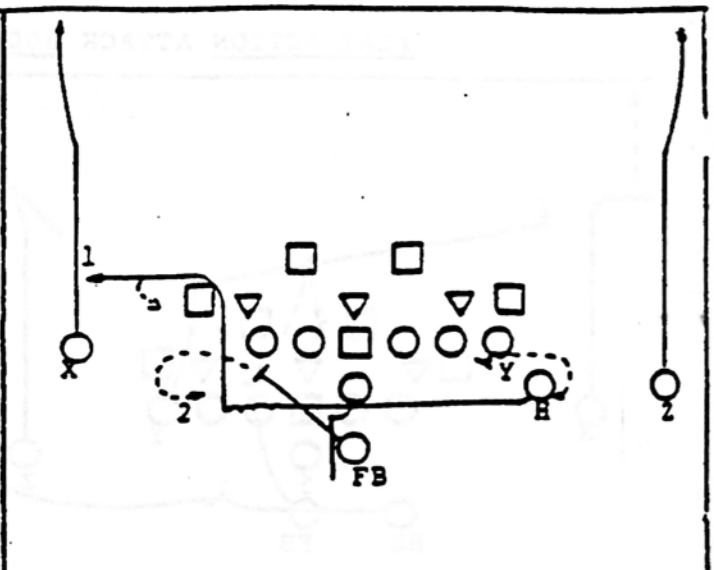
Y Flag--QB 7 Step Drop Key JK for Y Flag or to Work X Go-Z Middle to Outlets. Snap Z Motion As Z Corners to X.

Z Center--QB 7 Step drop must key Jack--Check X Arrow. Work Y under- X Center to outlets.

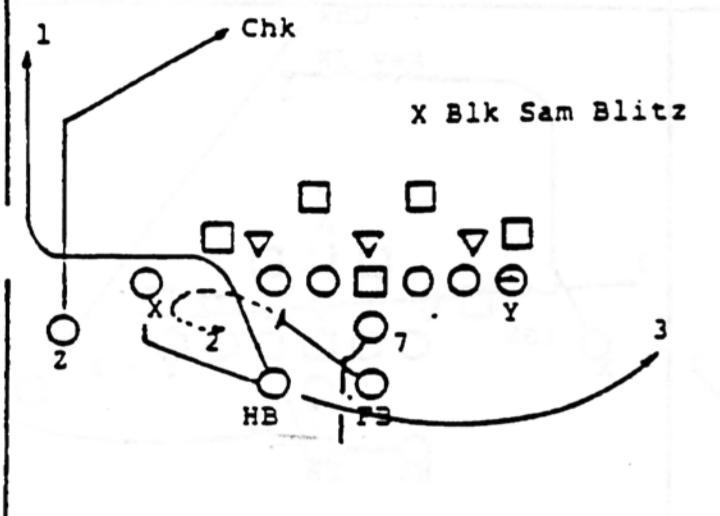
X Center--QB 7 Step drop must key Jack--Check Z Arrow. Work Y under-X Center to outlets.



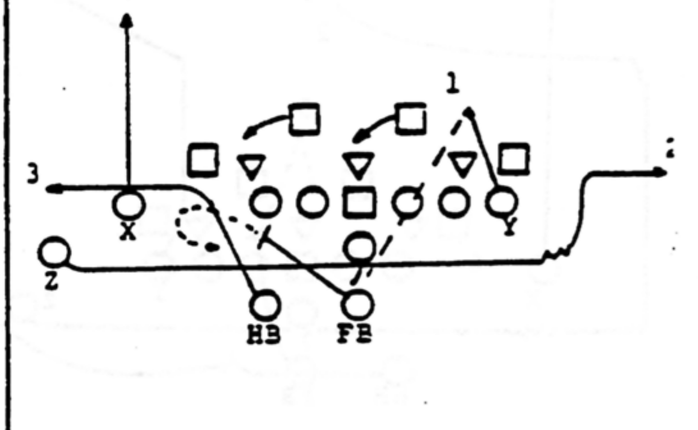

Brown RT 565 HB Corner




Deuce RT H Opposite 565 H Flat




Brown RT Slot 565 HB Shoot-Go




Brown Rt Z Opposite 565 Y Pop

Protection alerts VS Sam Blitz Y Block MDM--Z Adjust

Sam Blitz - Z Adjust/Alert Slot -- Motion

Jack Blitz - X Adjust/Alert Slot

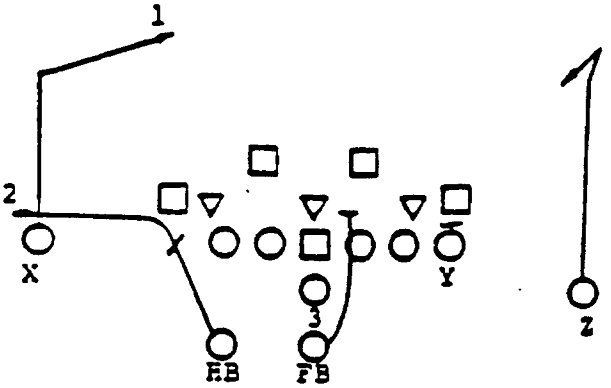
## Section L

### Run Pass Passes

| | |
|---|---|
| L30 | Run Pass Protection |
| L31 | Run Pass Protection |
| L32 | Run Pass Protection |

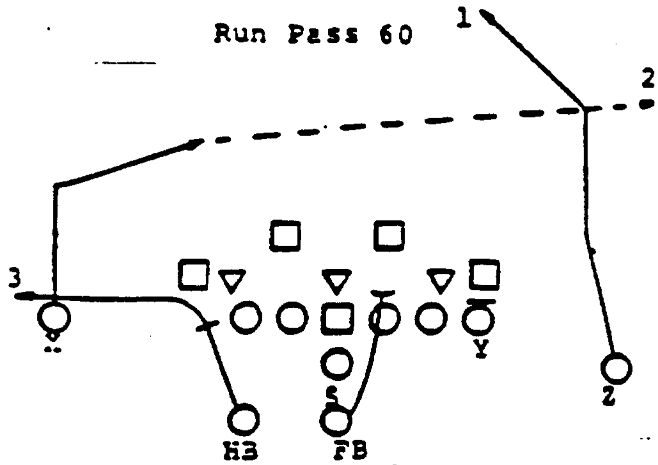
# PLAY ACTION ATTACK RUN PASS PROTECTION - PLAY SEE BELOW

Run Pass 60 - 61

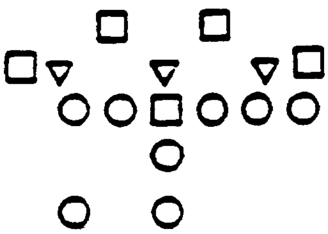


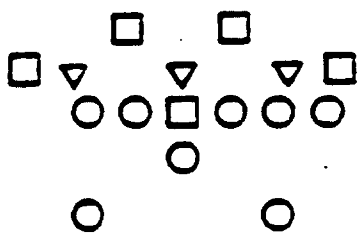

Brown RT Run Pass 60 X Slant

Run Pass 60




Brown RT Run Pass 60 Z Post





Protection alert HB-Y Check

Sam Blitz - Z Adjust/Alert Slot

Jack Blitz - X Adjust/Alert Slot

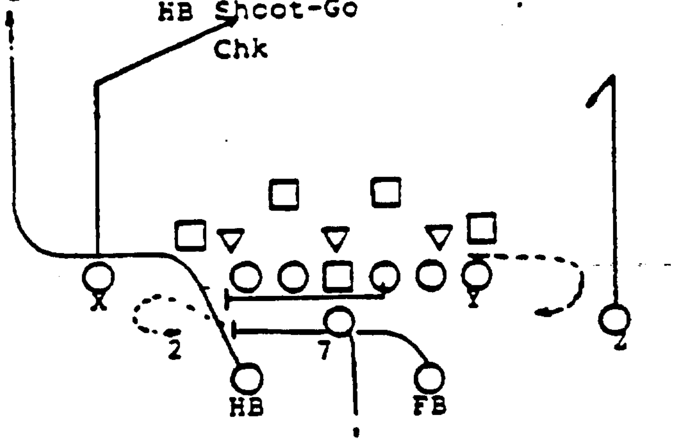
Run Pass 60-61 Slant - P.S.L. Buck--JK/SM, Work X-HB/Alert Cleo-Bump

Run Pass 60-61 Z Post - P.S.L. JK/SM, Pump X--Work Z-X to HB #3.

Variations - X Slant Corner -- Slant Go

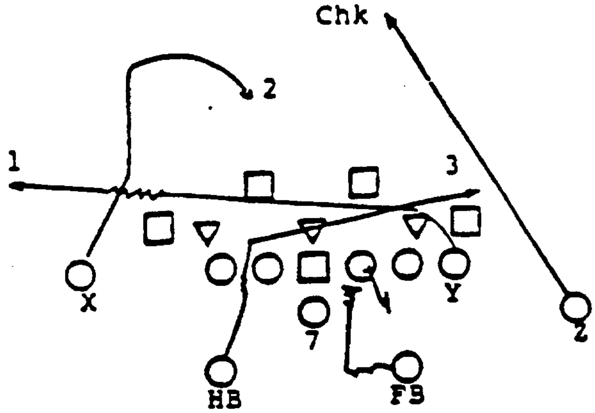
## PLAY ACTION ATTACK RUN PASS PROTECTION PLAY SEE BELOW

Run Pass 35-34 Trap
HB Shoot-Go



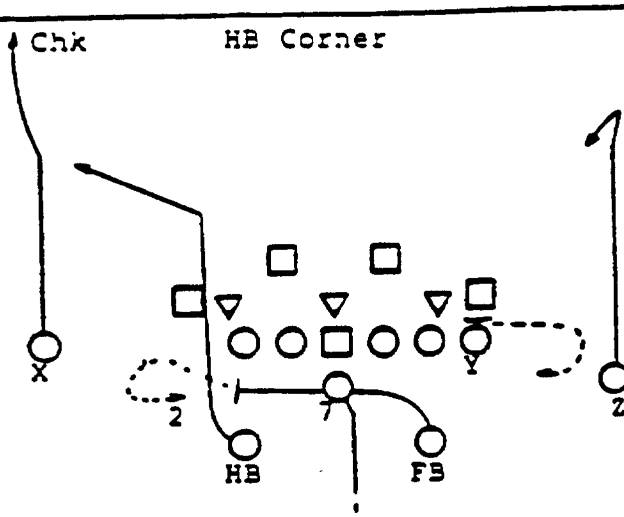

Red RT

Run Pass 42-43 Draw
X Curl HB Cross



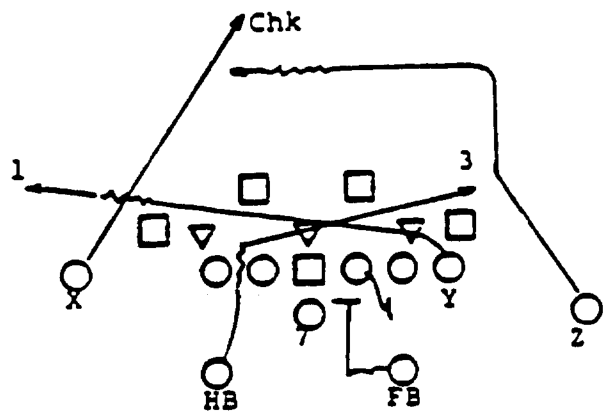

Red RT

HB Corner



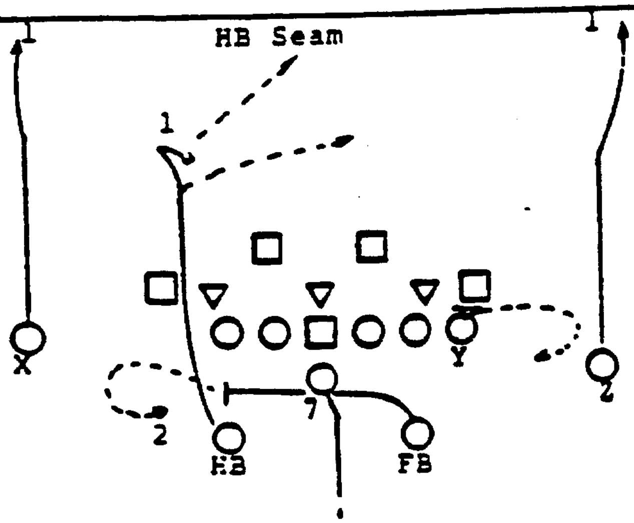

Red RT

Z Center HB Cross



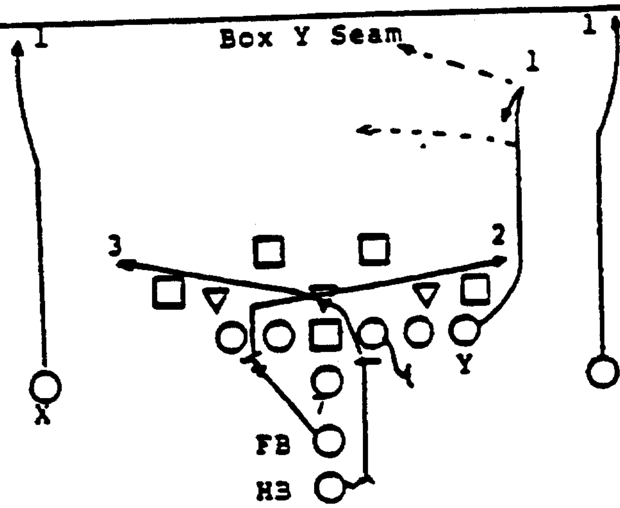

Red RT

HB Seam




Red RT

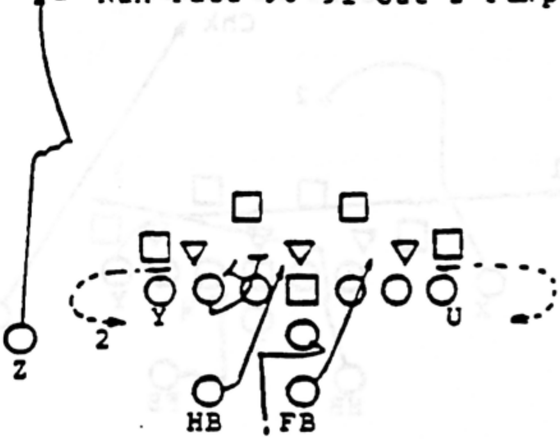
Box Y Seam




Green RT

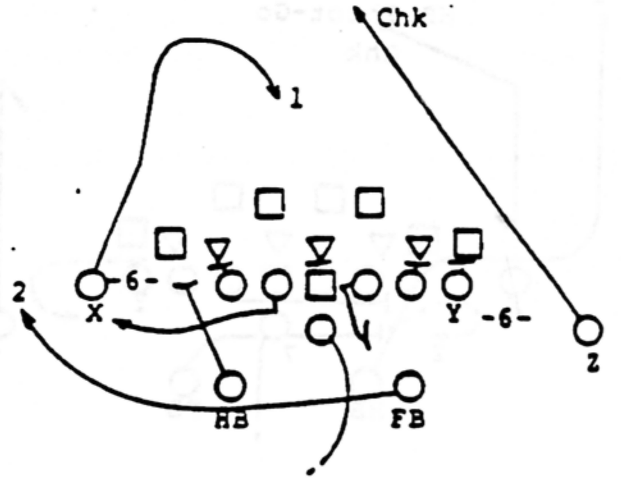
# PLAY ACTION ATTACK RUN PASS PROTECTION - PLAY SEE BELOW

Run Pass 90-91 Gut Z Pump

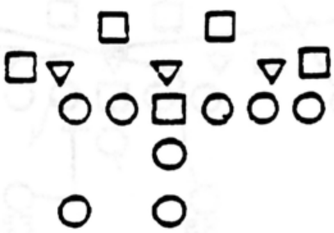



Blue LT-U

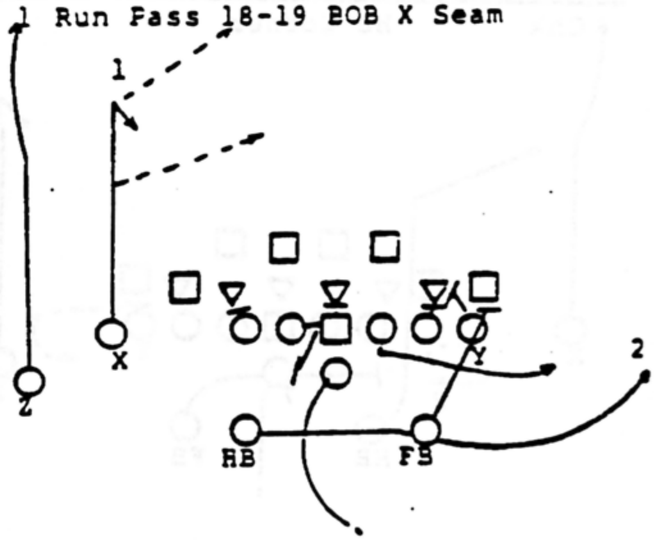
Run Pass 18-19 Buck X Curl

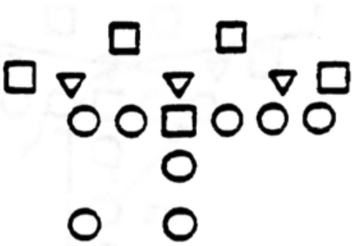


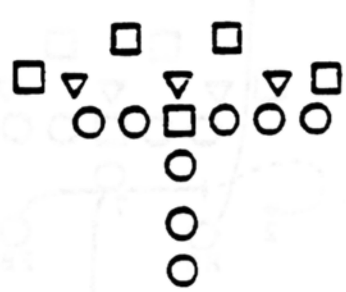

Red RT



Run Pass 18-19 BOB X Seam





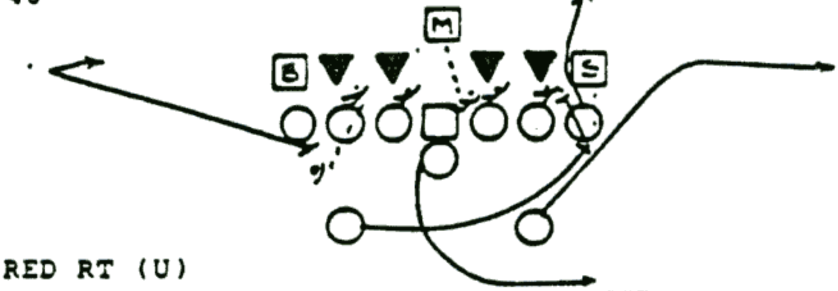
## Section L

## Action Pass Protection

| | |
|---|---|
| L33 | Waggle Lt/Rt |
| L34 | Roll Rt/Lt |
| L35 | Sprint Rt/Lt |
| L36 | Fk 98/99 Flip Naked |
| L37 | Fk 18/19 Bob Naked |
| L38 | Dart Rt/Lt |
| L39 | Dash Rt/Lt |

PROTECTION: ROLL RT/LT AGGRESSIVE ON THE LINE PROTECTION. BASIC ONSIDE GAP PROTECTION. ONSIDE BACK & Y IN PATTERN, BACKSIDE BACK & X, PROTECTION.
QB: KEY OUTSIDE RUSH. ROLL OUTSIDE OR SET UP OUTSIDE THE TACKLE

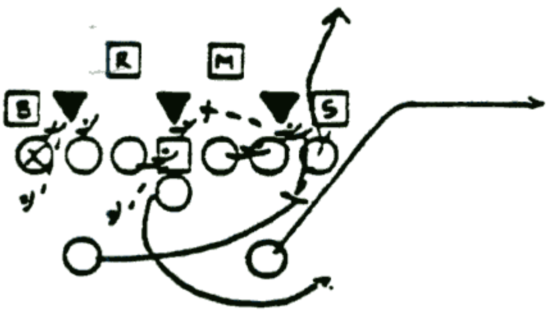
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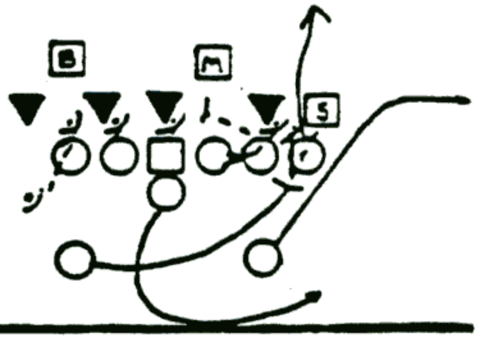

RED RT (U)

| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT |
| RT GUARD | | VS EVEN, # MAN OVER YOU<br>UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT |
| LFT GUARD | | VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU<br>BACKSIDE UNCOVERED, STEP PLAYSIDE GAP-ALERT NT SLANT CHK LBER, # BACKSIDE. |
| RT TACKLE | | # MAN OVER YOU.<br>UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM |
| LFT TACKLE | | STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE.<br>UNCOVERED, STEP PLAYSIDE GAP - CHECK LBER - HELP ON MDM |
| Y | | RUN PATTERN |
| X | | STEP PLAYSIDE GAP - # MAN BACKSIDE |
| HB | | CHEAT OVER IN ALIGNMENT.<br># OSLB, PLAYSIDE. NO DOG, HELP INSIDE. |
| FB | | RUN PATTERN. |

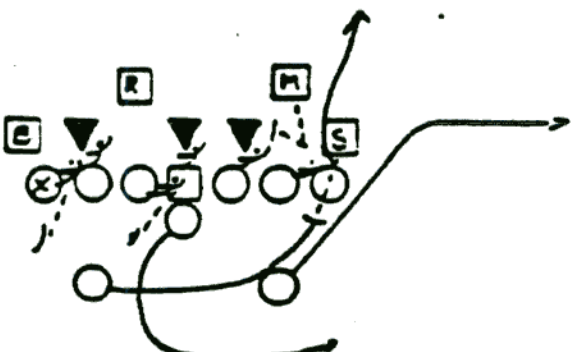
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UNDER L



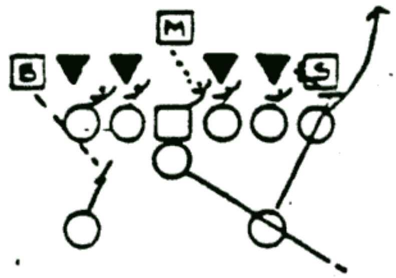

OVER





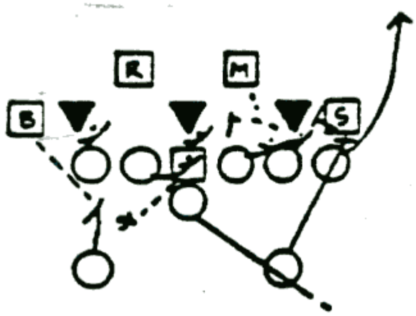

PROTECTION: SPRINT RT/LT
AGGRESSIVE ON THE LINE
PROTECTION. BASIC ONSIDE
GAP PROTECTION. ONSIDE
BACK # OSLBER CALL SIDE.
BACKSIDE BACK #BACKSLIDE
OSL
QB: SPRINT OUT SET UP
5 STEPS OUTSIDE THE
TACKLE

40

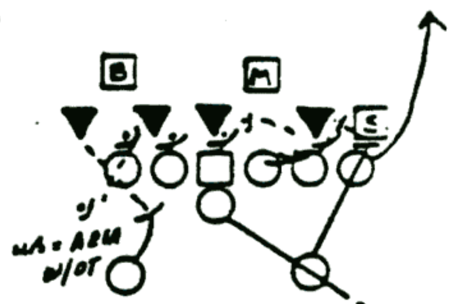



| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT |
| RT GUARD | | VS EVEN, # MAN OVER YOU<br>UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT |
| LFT GUARD | | VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU - BACKSIDE<br>UNCOVERED, STEP PLAYSIDE GAP - ALERT NT SLANT-CHK LBER # BACKSIDE |
| RT TACKLE | | # MAN OVER YOU<br>UNCOVERED, STEP PLAYSIDE GAP - CHK LBER-HELP ON MDM |
| LFT TACKLE | | STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM |
| Y | | RELEASE RUN PATTERN - POSSIBLE CALL TO KEEP YOU IN TO BLK MAN OVER - HELP INSIDE |
| HB | | # OSLBER AWAY FROM CALL SIDE - |
| FB | | # OSLBER TO CALL SIDE - HELP INSIDE -<br>POSSIBLE CALL TO RELEASE YOU |

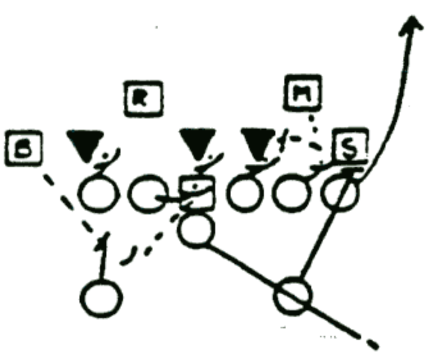
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UNDER L




OVER



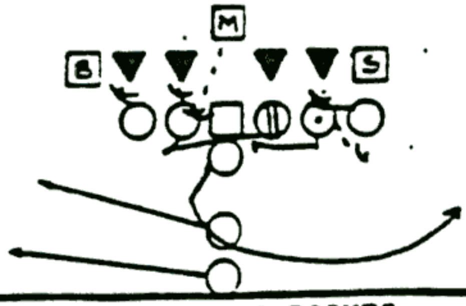



PROTECTION:FK 98/99 FLIP
NAKED PLAY ACTION OFF
FAKE 98/99 FLIP

FAKE 98/99 TOSS NAKED,
SAME BLOCKING

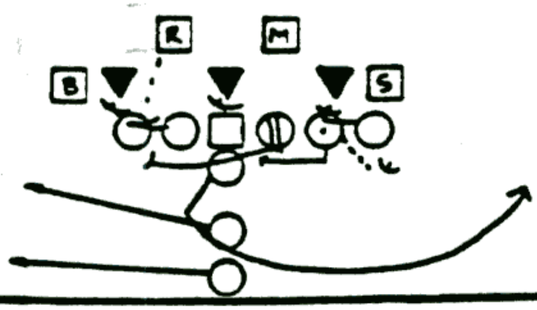
QB: FAKE 98/99 FLIP
KEEP BALL, PASS OR RUN

40

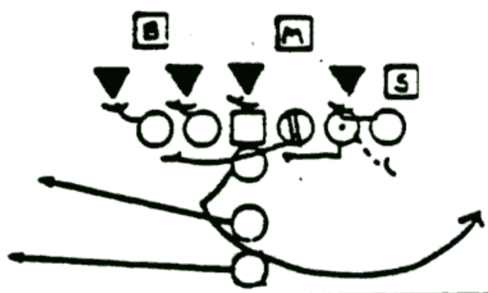


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | RUN 98/99 FLIP |
| RT GUARD | | RUN 98/99 FLIP EVEN, BACKSIDE PULL<br>ODD, BACKSIDE - RIM |
| LFT GUARD | | RUN 98/99 FLIP. EVEN, BACKSIDE - PULL<br>ODD, BACKSIDE - RIM |
| RT TACKLE | | RUN 98/99 FLIP EVEN, BACKSIDE - SWOOP.<br>ODD, BACKSIDE - PULL FLAT |
| LFT TACKLE | | RUN 98/99 FLIP EVEN, BACKSIDE - SWOOP<br>ODD, BACKSIDE - PULL FLAT |
| Y | | # MAN OVER YOU - SELL 98/99 FLIP - SET ON L.O.S.-SEAL |
| HB | | RUN 98/99 FLIP |
| FB | | RUN 98/99 FLIP |

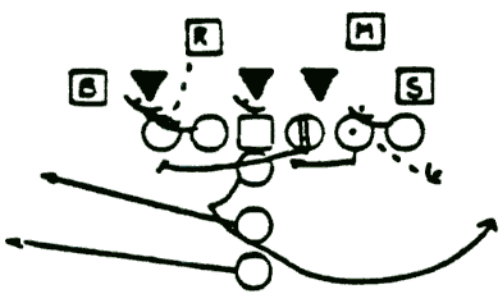
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UNDER L



OVER

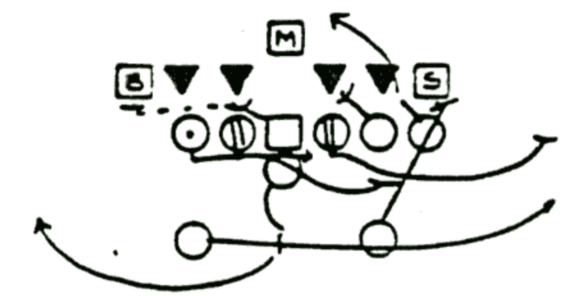




PROTECTION: FK 18/19 BOB NAKED. PLAY ACTION OFF FAKE OF 18/19 BOB

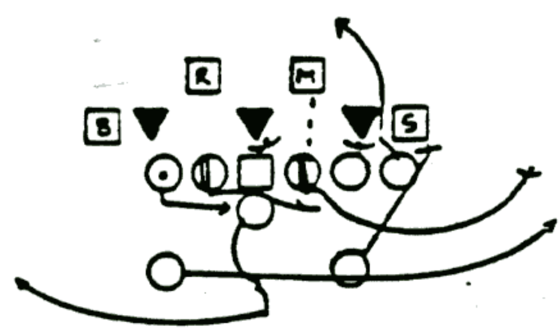
QB: FAKE 18/19 BOB. KEEP BALL, PASS OR RUN

40

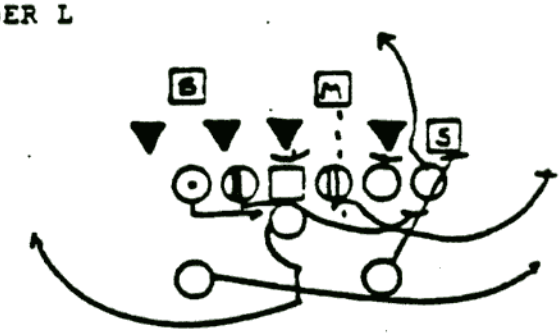


| POSITION | CALLS | RESPONSIBILITIES/COACHING POINTS |
|---|---|---|
| CENTER | | VS EVEN, BLOCK BACK WORK TO AREA OUTSIDE OF OT<br>VS ODD, BLOCK MAN OVER YOU. |
| RT GUARD | | RUN 18/19 BOB |
| LFT GUARD | | RUN 18/19 BOB |
| RT TACKLE | | ONSIDE, RUN 18/19 BOB<br>BACKSIDE, PULL FLAT |
| LFT TACKLE | | BACKSIDE, PULL FLAT<br>ONSIDE, RUN 18/19 BOB |
| Y | | RUN PATTERN |
| HB | | RUN 18/19 BOB |
| FB | | RUN 18/19 BOB |

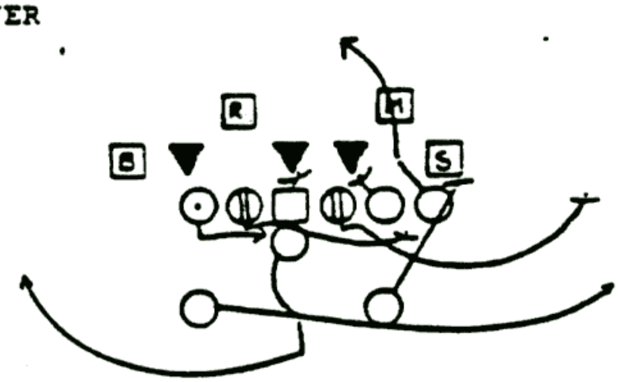
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UNDER L



OVER





## Section M

## Action Passes

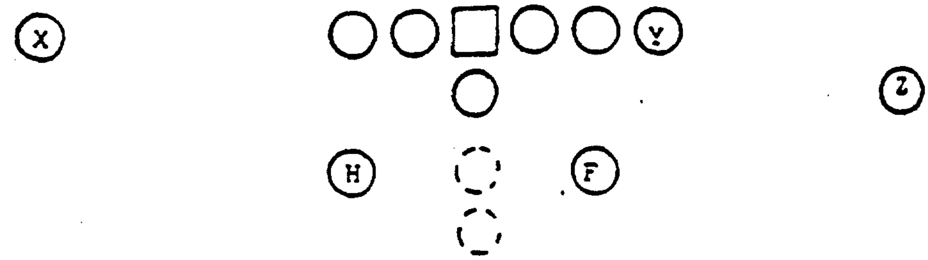
# ACTION PASSES 1985

## Action Passes

| | |
|---|---|
| Waggle | Y Over-Y Hide/H Over H Hide - H Flat/FB Flat/ X Pump |
| Roll | FB Flat/Y Sail |
| Lag Roll | X Curl/ Y Over/ Z Over |
| Sprint | Pivot Out/ Pump/ Y Flag/ H Flag/ H Choice |
| Naked FK Toss/Flip | Y Over/H Over/ Fake Smash |
| Naked FK 18-19 Bob | Y Over - Y Hide/ FB Flat |
| Dart | Pivot Out/ Pump/ X Fast |
| Dash (608-609) | Pivot Out/ Pump |

# ACTION/PLAY ACTION SPECIALS BY FORMATION/PROTECTION

## 2 Back Set




### Action

Waggle LT Y Over/FB Flat/X Pump

Lag Roll LT X Curl/Y Over/Z Over

Naked LT Fk Toss Y Over

Naked LT Fk 18 BOB Y Over/FB Flat

### Play Action Specials

Fk 69 X Rev. Pass

Fk 65 Flea Flicker Z Post

Run Pass 69 Flip X Stalk - Go

Roll RT FB Flat/Y Sail

Sprint RT Pivot Out/Pump/Y Flag

Naked RT Fk Flip Y Hide

Naked RT Fk 19 BOB Y Hide

Dart RT Pivot Out/Pump.

608 Pivot Out/Pump/Fk Smash

Fk 18 Bob Z Rev. Pass

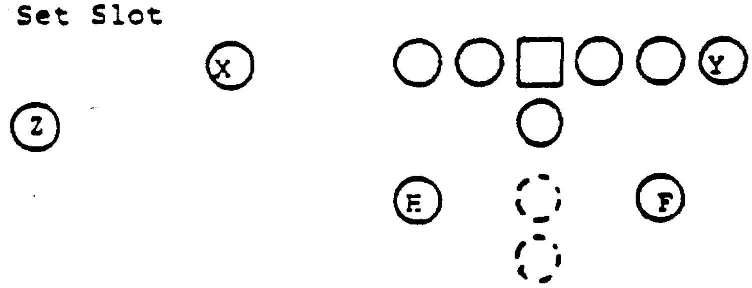
Fk 98 Toss Z Rev. Pass Y-X Cross

Run Pass 98 Toss Y Hide

Run Pass 68 Toss Z Stalk-Go

Flank Double Pass Y Flag

## 2 Back Set Slot




### Action

Waggle LT Y Over/Z Fk Smash/FB Flat

Lag Roll LT Scissors Deep

Naked LT Fk 18 Bob Rub FB Shoot

Sprint LT Pivot Out/Pump/X Flag

Dash LT Pivot Out/Pump/Z Fk Smash

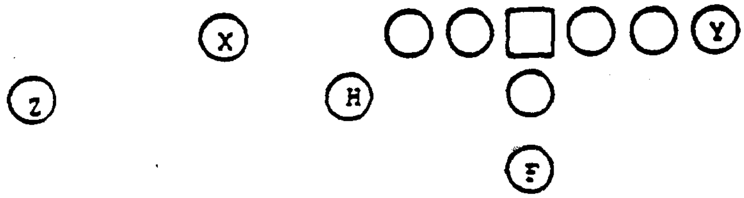
### Play Action Specials

Fk 99 Flip Triple Pass X V-Out

Lightening Double Pass X Flag

# ACTION/PLAY ACTION SPECIALS BY FORMATION/PROTECTION

## ACE




**Action**

Waggle/Naked LT Y Over/H Hide Pivot Out/Pump/Fk Smash

Sprint/Dash LT Pivot Out/Pump/ X Flag/Fk Smash

Sprint LT Flow/Max

Dart LT Y Fast X Pivot/Pivot Out/ Pump.

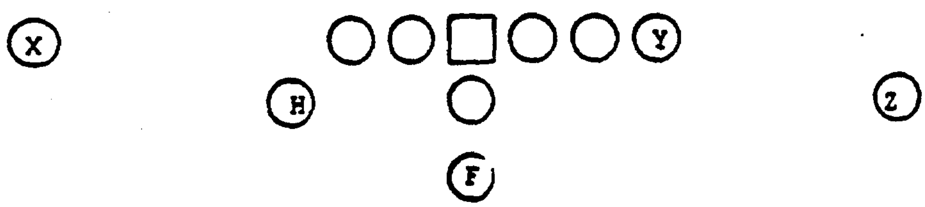
**Play Action Specials**

Fk 69 Flip Triple Pass X V-Out

Fk 65 Flea Flicker Z Post

Run Pass 69 Flip Z Stalk-Go

## Deuce




**Action**

Waggle LT Y Over/H Hide/ X Pump

Sprint Flow LT Pivot Out/Pump H Flag/ H Choice

Naked LT Fk 68 Toss Y Over/H Hide

**Play Action Specials**

Fk 69 X Rev. Pass

Fk 65 Flea Flicker Z Post

Run Pass 69 Flip X Stalk-Go

Lightening Double Pass H Flag

Waggle H Over/Y Hide/Z Pump

Sprint Pivot Out/Pump/Y Flag

Naked Fk 69 Flip H Over/Y Hide

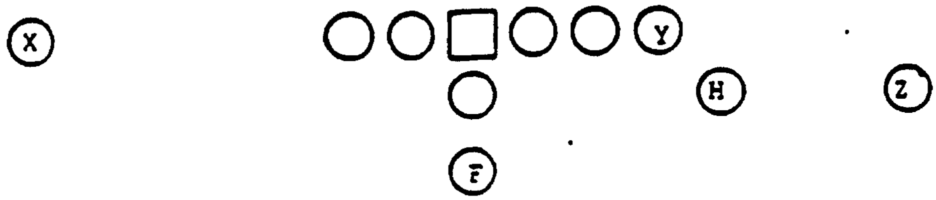
Dash Pivot Out/Pump/Fk Smash

---

Flash Double Pass Y Flag

# ACTION/PLAY ACTION SPECIALS BY FORMATION/PROTECTION

## TREY




### Action

Naked LT Fk 18 Log H Over

Waggle RT H Shoot - Stick
H Shoot - Hook
Pivot Out/Pump

Sprint Pivot Out/Pump/H Flag/H Choice

Dart Z Pivot/Z Pump

Dash Pivot Out/Pump/Fk Smash

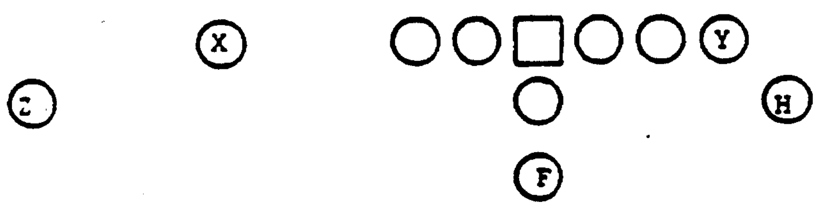
### Play Action Specials

Run Pass 68 Toss H Shoot

Run Pass 68 Toss Z Stalk Go

Fk 68 Toss Z Rev. Pass

## FLANK



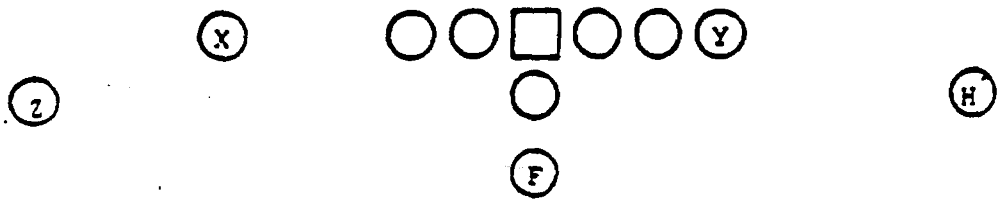

### ACTION

Waggle LT Y Over/Z Fk Smash
Naked LT Fk 18 Log H Over
Sprint LT Pivot Out/Pump/X Flag
Dash LT Pivot Out/Pump/Fk Smash

### PLAY ACTION SPECIALS

Run Pass 68 Toss H Shoot
Lightening Double Pass X Flag

FLEX




Action

Dash LT Pivot Out/Pump

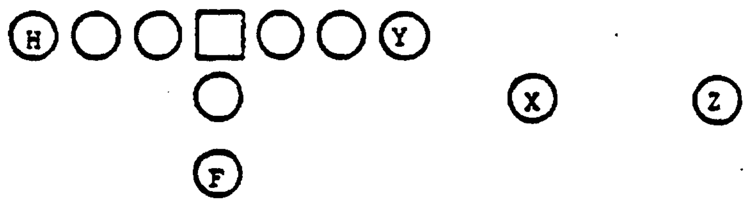
Waggle RT X Over/H Pivot/H Pump

Sprint RT Flow Pivot Out/Pump/Y Flag

Play Action Specials

Lightening Double Pass X Flag

TWINS




Action

Waggle LT H Hide/X Middle

Waggle RT Pivot Out/Pump/Fk Smash H Over/Y Hide

Sprint RT Pivot Out/Pump/X Flag

Sprint RT Flow Max

Dash RT Pivot Out/Pump/Fk Smash

Dart RT H Fast X Pivot

Play Action Specials

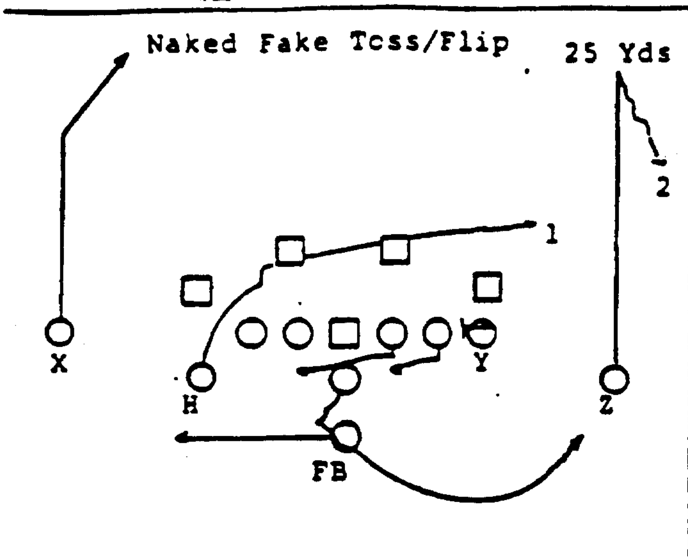
Fk 68 Toss Triple Pass X V-Out

Run Pass 68 Toss X Shoot

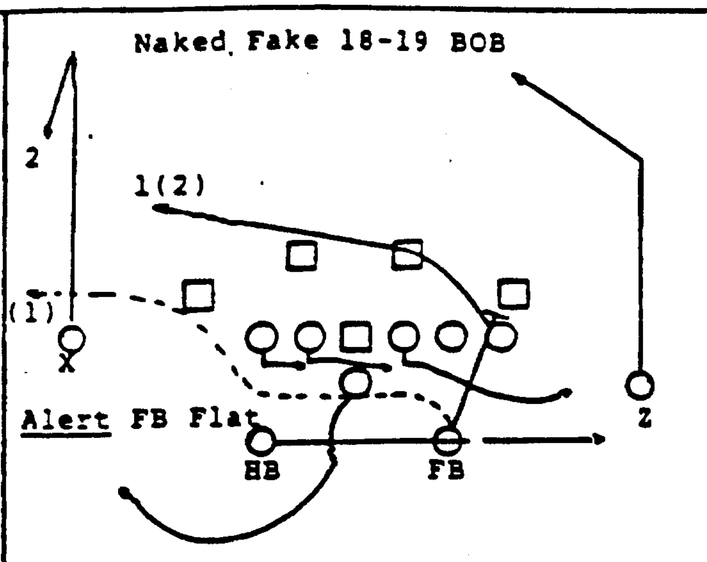
Run Pass 68 Toss Z Stalk-Go

Fk 68 Toss Z Rev. Pass H-Y Cross

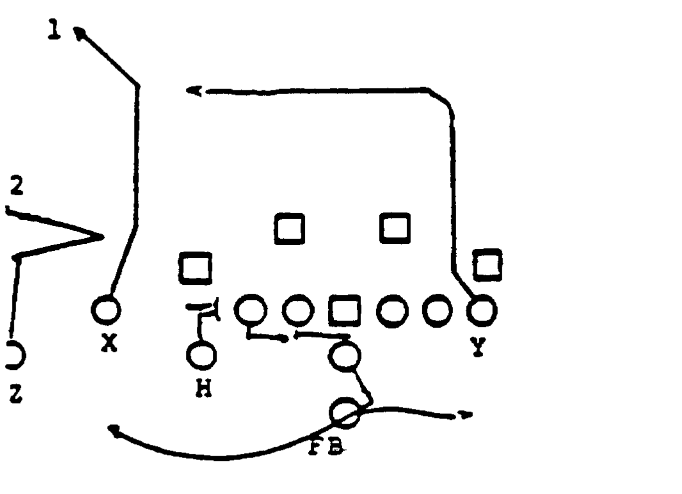
ACTION ATTACK NAKED PROTECTION – PLAY SEE BELOW



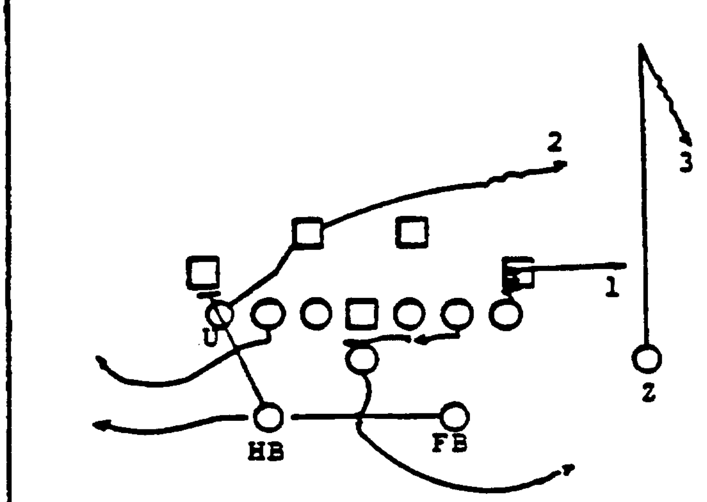

Deuce RT Naked RT Fk 69 Flip H Over



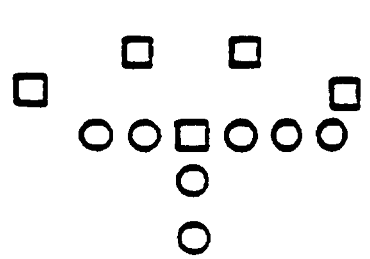

Red RT Naked LT Fk 18 BOB Y Over

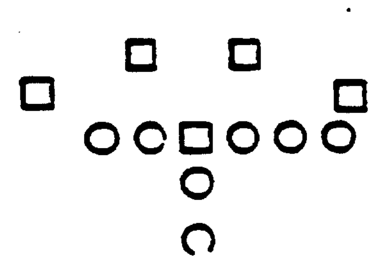



Ace RT Naked LT Fk 68 Toss Z Fk Smash



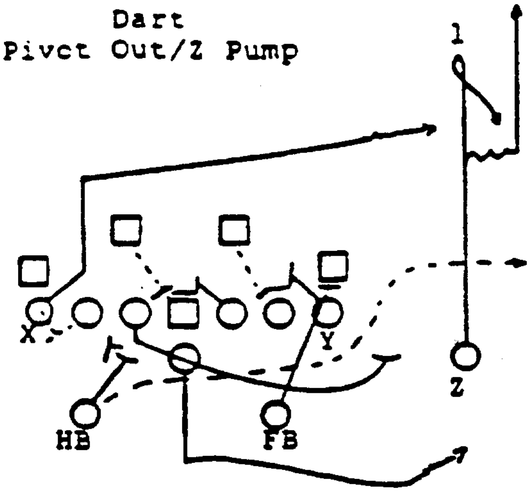

Red RT-U Naked RT Fk 19 BOB Y Hide





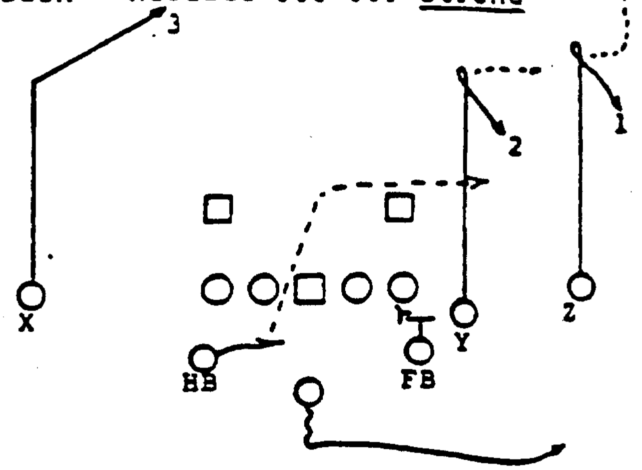
# ACTION ATTACK DART/DASH(608-609) PROTECTION-PLAY SEE BELOW

Dart
Z Pivot Out/Z Pump

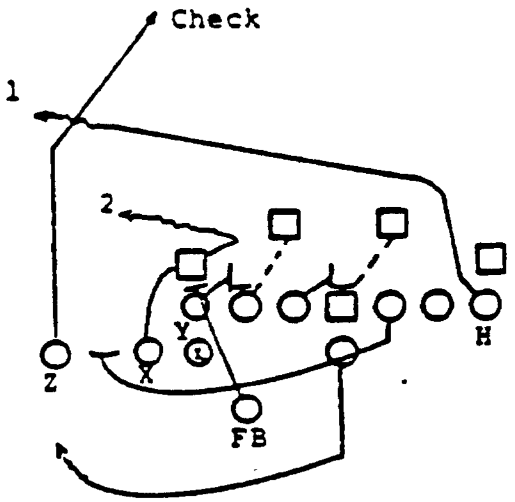



Red RT Tight Dart RT Z Pivot Out/Pump

Dash - Audible 608-609 Strong

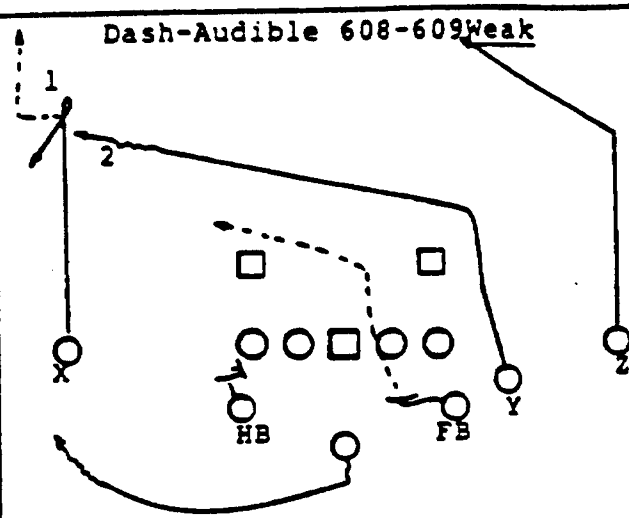



Shot Gun RT 608 Pivot Out/Pump

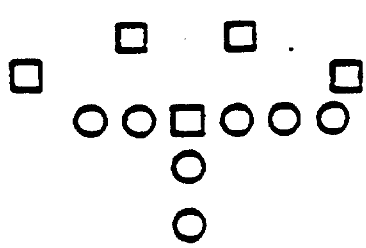


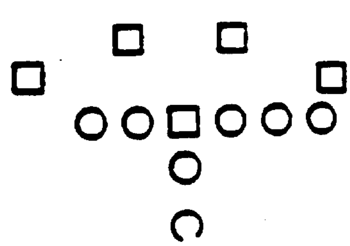

Twin LT Dart LT H Fast X Pivot

Dash-Audible 608-609Weak



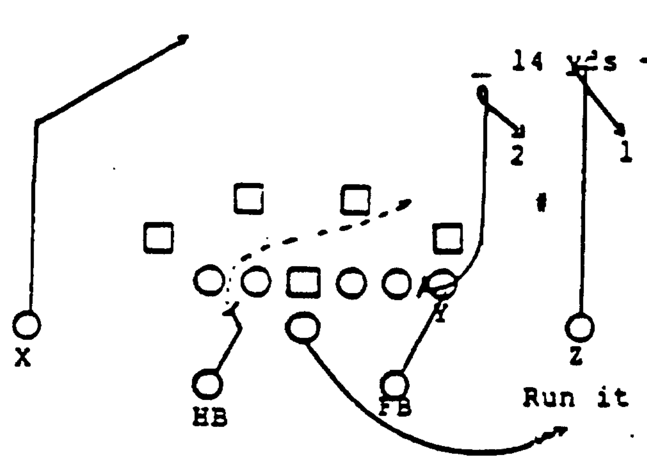

Shot Gun RT 609 Pivot Out/Pump





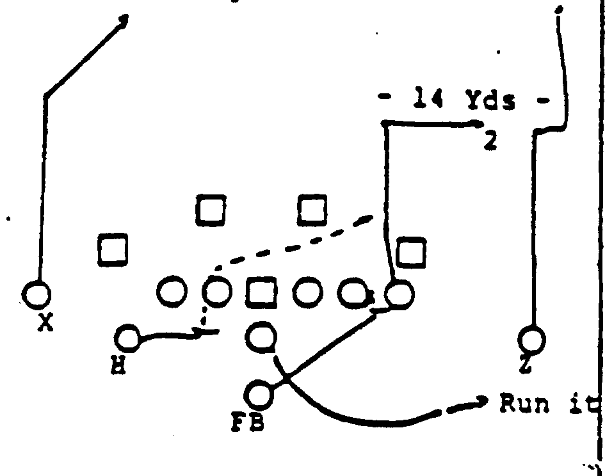
# ACTION ATTACK SPRINT PROTECTION - PLAY SEE BELOW

Pivot Out



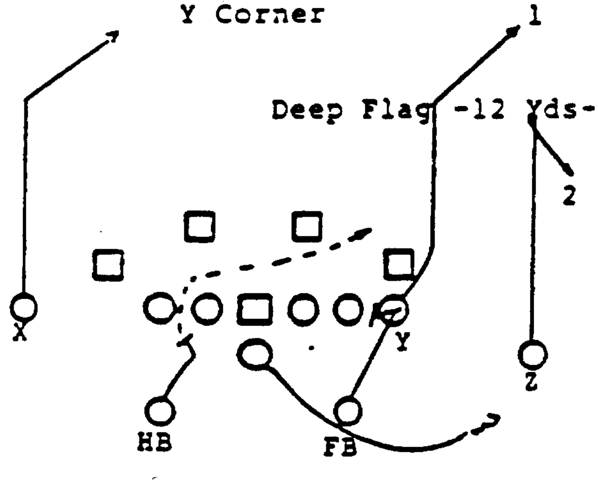

Red RT Sprint RT Pivot Out

Pump



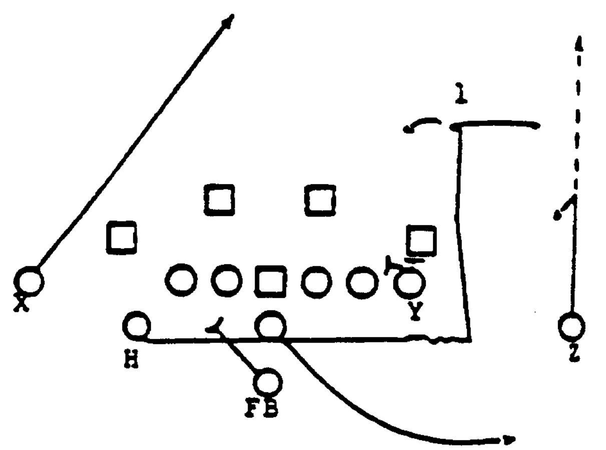

Deuce RT Sprint RT Pump

Y Corner



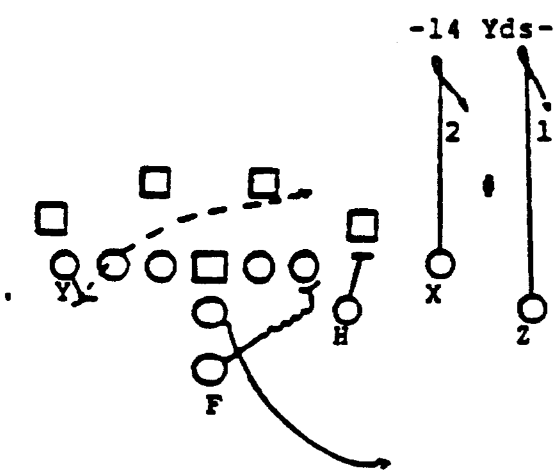

Red RT Sprint RT Y Flag

Choice



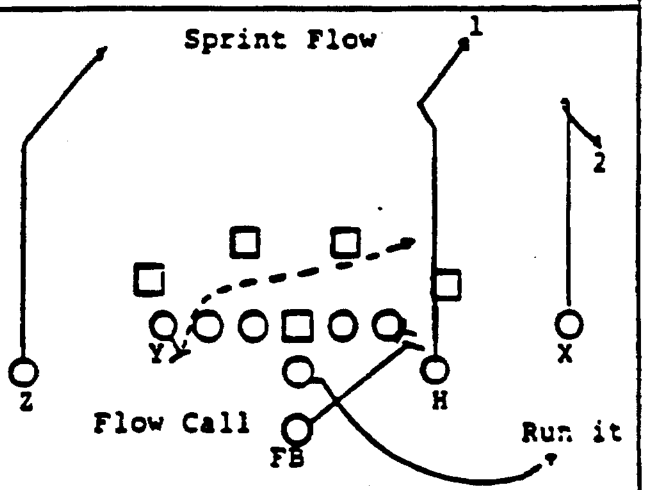

Trey RT H Opp Sprint RT "T" H Chocie

Sprint MAX



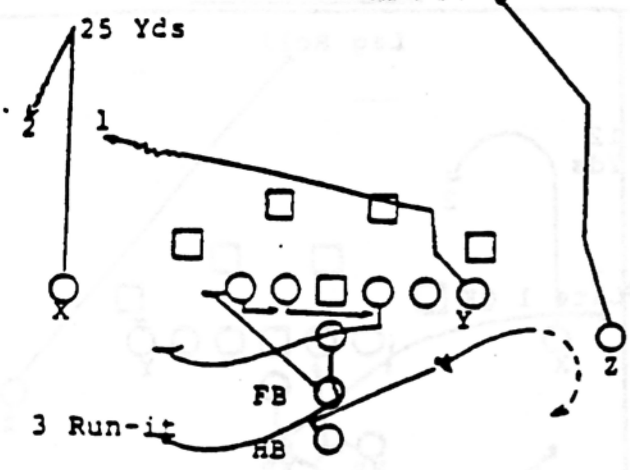

Ace LT Sprint RT Flow Pivot Out

Sprint Flow



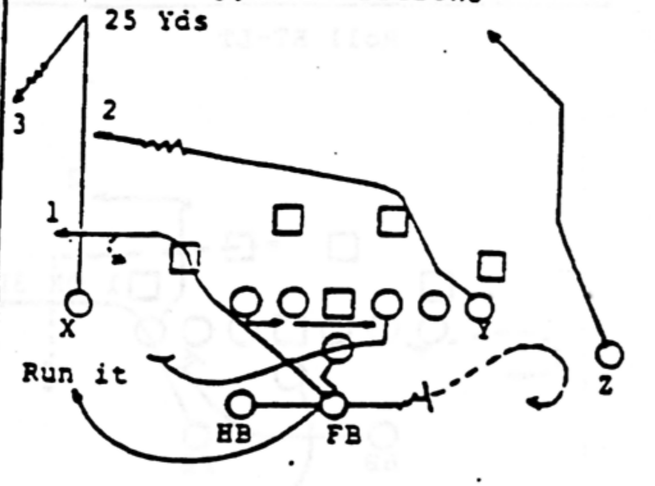

Deuce LT Sprint RT Flow H Flag

### Waggle Weak - 2 Back



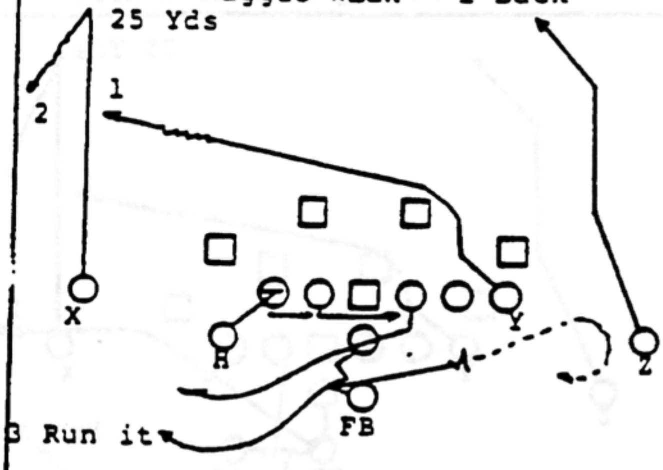

Green RT Waggle LT Y Over

### Waggle Variations

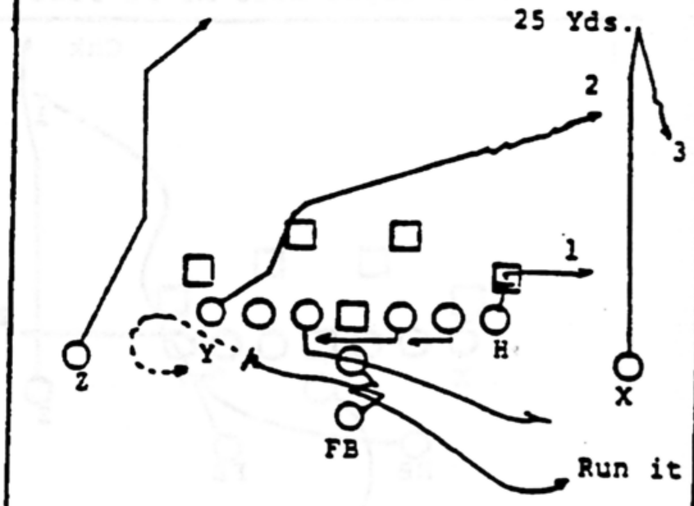



Brown RT Waggle OT FB Flat

### Waggle WEak - 1 Back

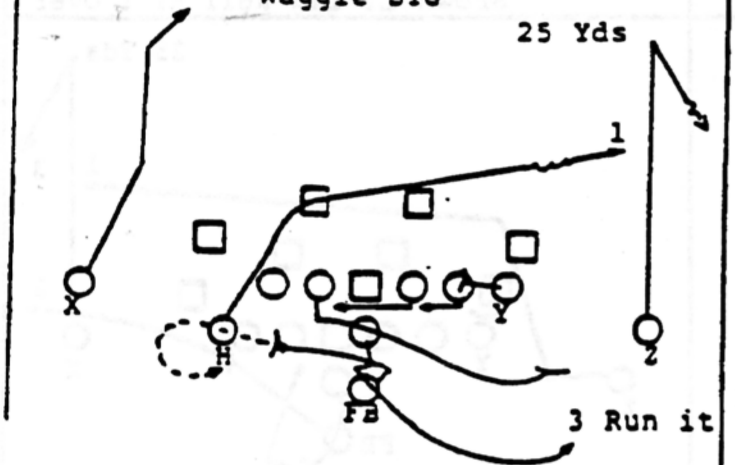



Deuce RT Waggle LT Y Over

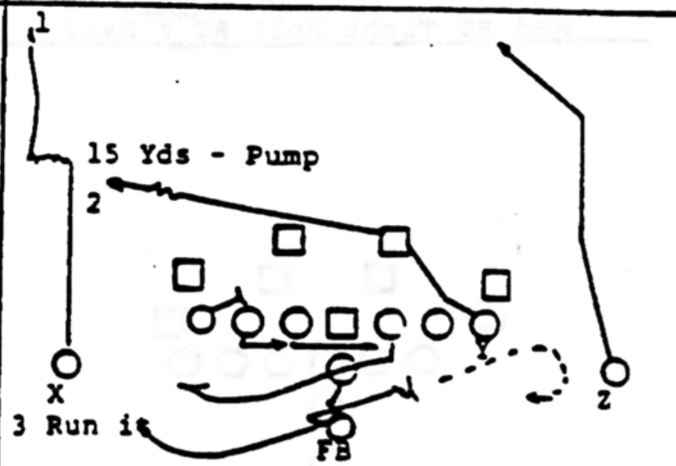



Deuce LT on Waggle RT H Hide

### Waggle STG



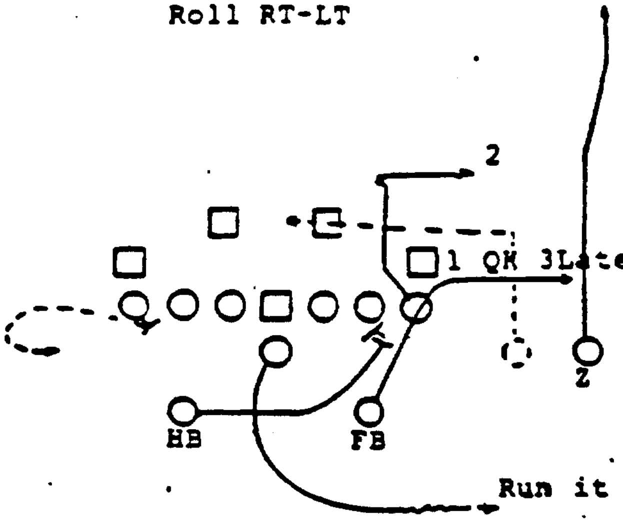

Deuce RT Waggle RT H Over




Deuce RT on Waggle LT X Pump

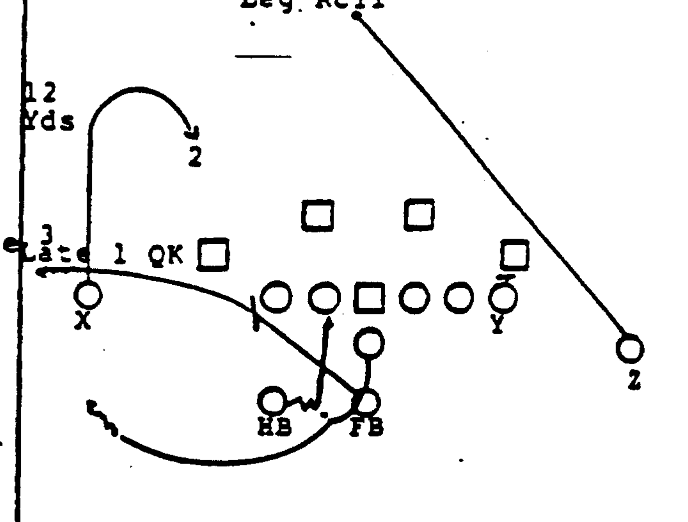
# ACTION ATTACK ROLL PROTECTION - PLAY ROLL/LAG ROLL

Roll RT-LT

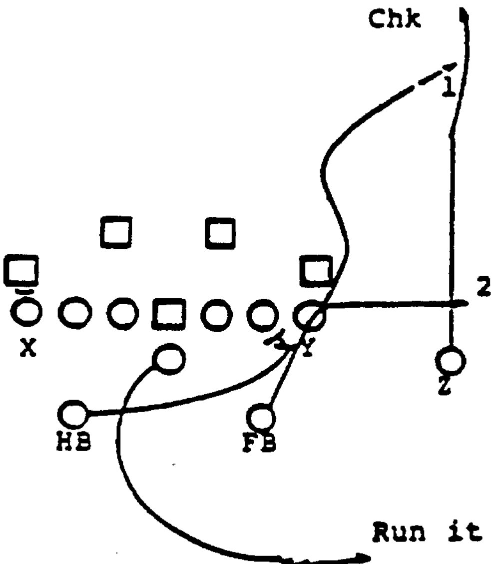



Red RT Tight Roll RT FB Flat

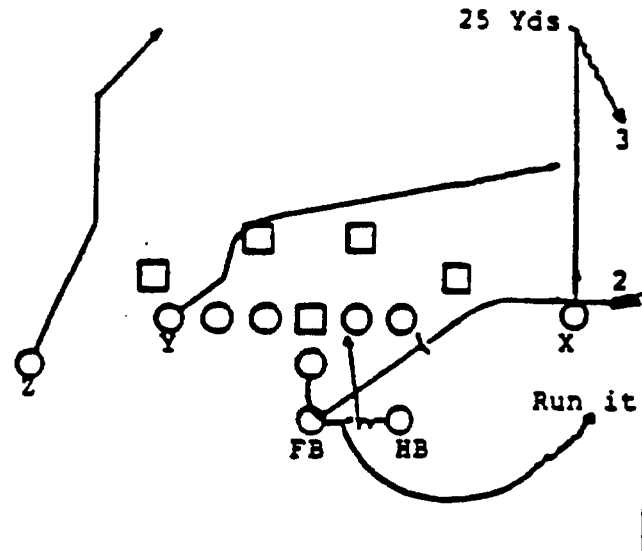
Lag Roll



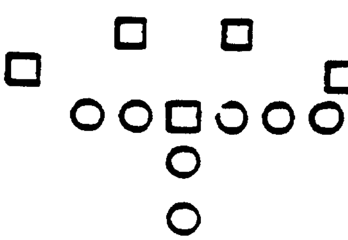

Brown RT Lag Roll LT X Curl

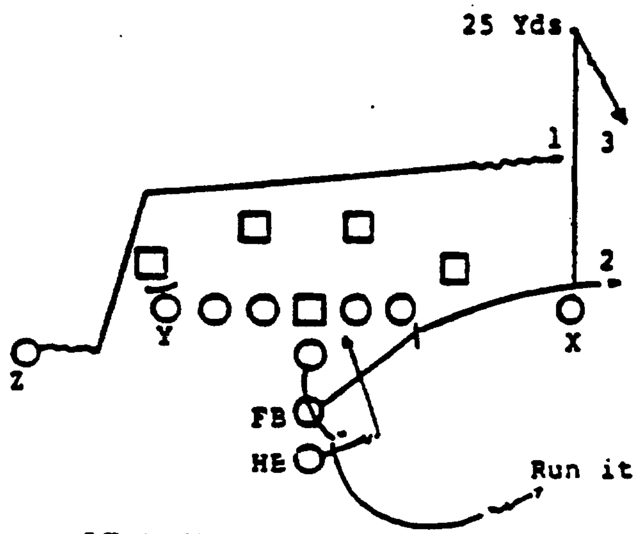



Red RT Tight Roll RT Y Sail




Brown LT Lag Roll RT Y Over






Green LT Z Short Lag Roll RT Z Over

# DROP BACK PASSING 1985

## Check With Me Passes

| | |
|---|---|
| 122-123 | DBL Slant |
| 24-25 | H Flat |
| 26-27 | Z Hook |
| 26-27 | FB Flat Y Choice |
| 50-51 | Rky-Lky Z IN |
| 52-53 | Rky-Lky Y Seam |
| 74-75 | Shoot Z-Stick |

## Special Passes

| | |
|---|---|
| 120-121 | Hitch Lateral |
| 184-185 | Slant |
| 126-127(174-175) | FB Qk M/FB Shoot |
| 24-25/26-27 | HB Circle/FB Circle |
| 26-27 | Split DBL Comeback/HB Corner Y Post/FB Up Y Hide |
| 74-75(86-87) | HB Hook/HB Up/HB Corner |
| 76-77 | DBL Stick/DBL Hook/ |
| 74-75 | FB Up U Sneak |
| 284-295 | Y Sail |
| 88-89 | Z Curl/HB Swing |
| 228-229 | HB Fan/HB Corner/HB Corner X Smash |
| 26-27 | H Post Y Choice/H Seam Y Fan/H Drive |

## Blitz Passes

122-123

58-59

78-79

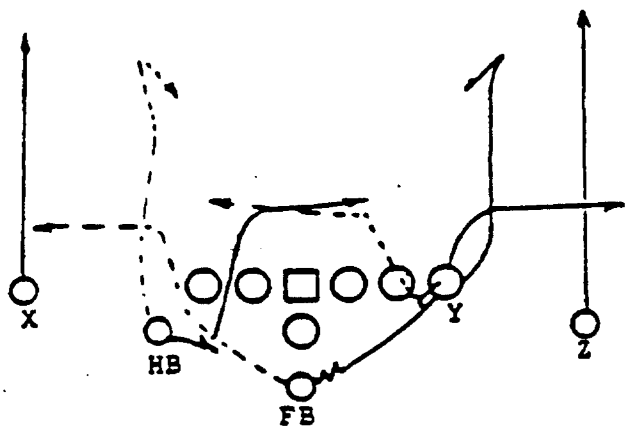
70-71

Section N

# Check With Me/Special Passes

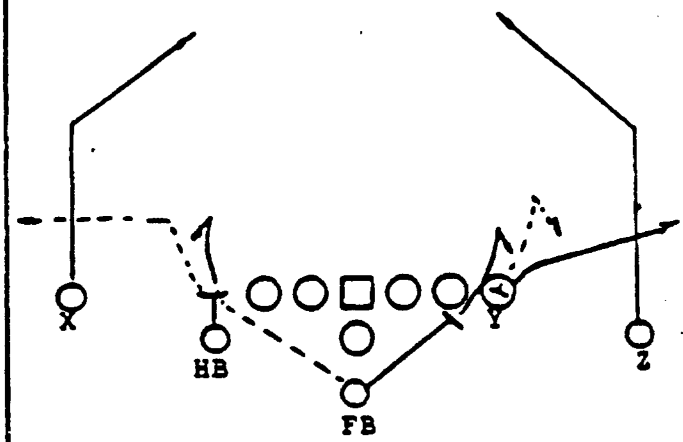
# DEUCE(ROVER/ZEBRA) CHECK WITH ME PASSES

Solid Line 52 RKY--Dotted Line 53LKY



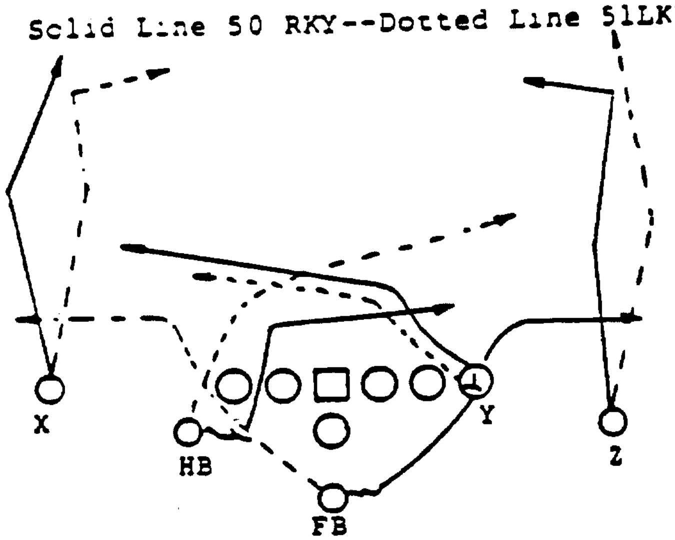

Deuce RT 52 RKY/53 LKY Y Seam CWM

Solid Line 122--Dotted Line 123



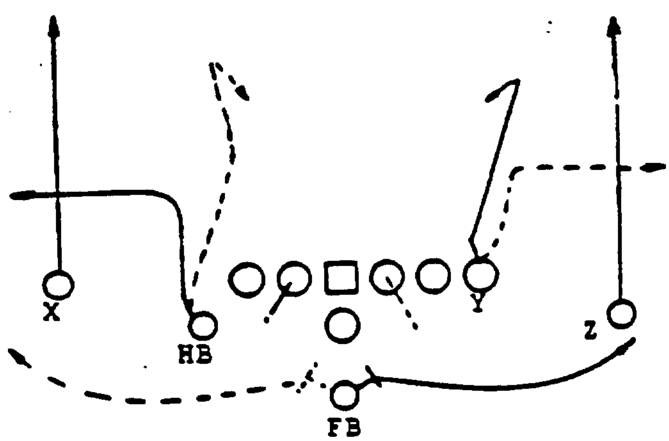

Deuce RT 122/123 DBL Slant CWM

Solid Line 50 RKY--Dotted Line 51LKY



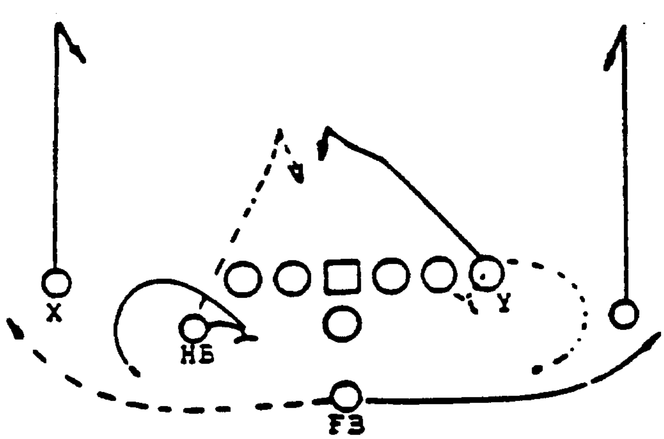

Deuce RT 50 RKY/51 LKY Z IN CWM

Solid Line 24---Dotted Line 25



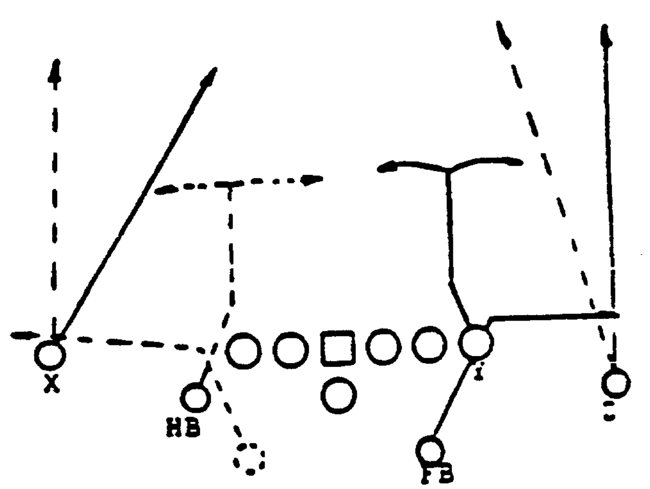

Deuce RT 24/25 HB Flat CWM

Solid Line 26--Dotted Line 27



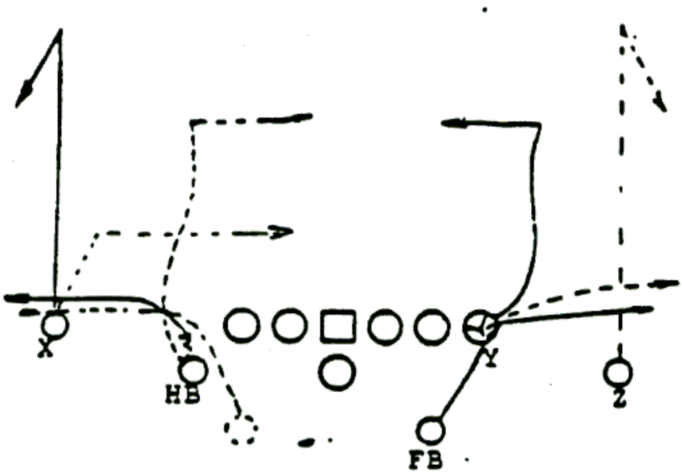

Deuce RT 26/27 Z Hook CWM

Solid Line 26--Dotted Line 27



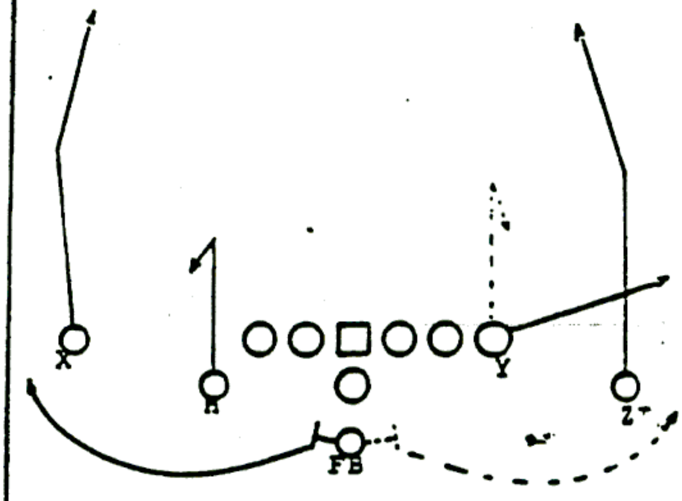

Deuce RT 26/27 FB Flat Y Choice CWM

Solid Line 26--Dotted Line 27

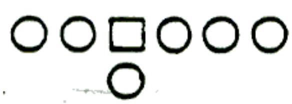


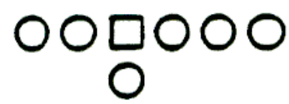

Deuce RT 26/27 Flat Z Drive

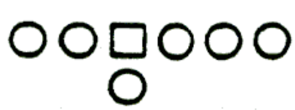
Solid Line 76--Dotted Line 77

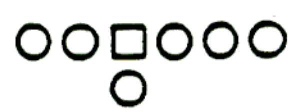



Deuce RT 76/77 DBL Stick

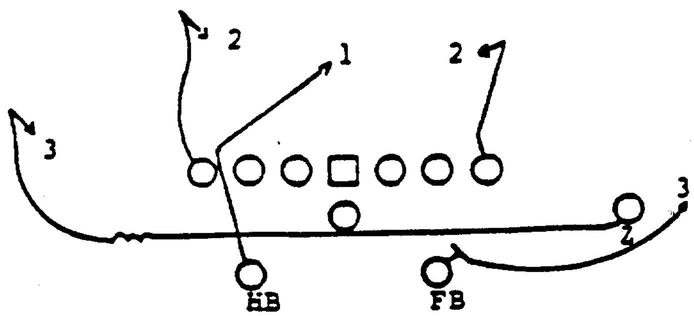






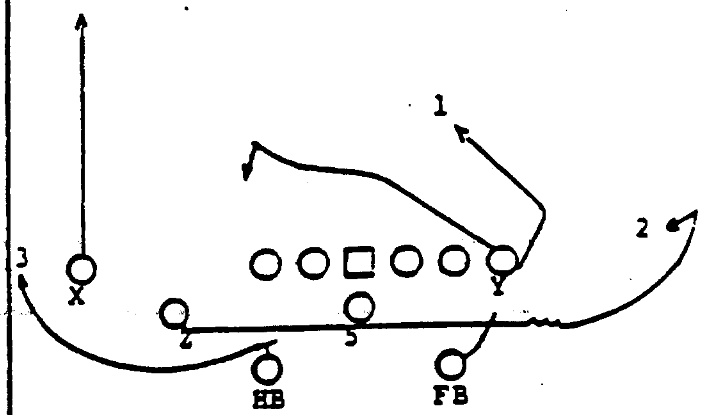


## HB Circle



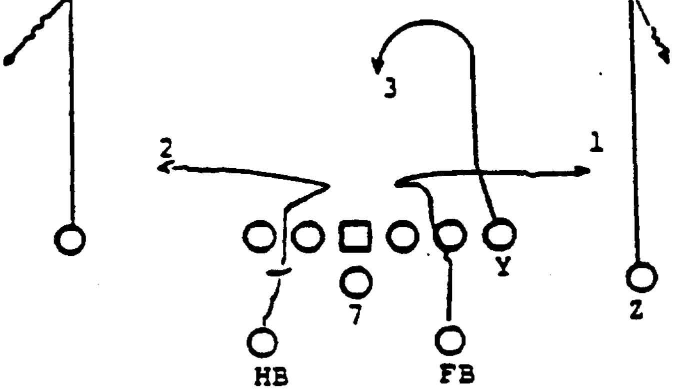

Red RT TGT Z MOT 24 HB Circle

## FB Circle



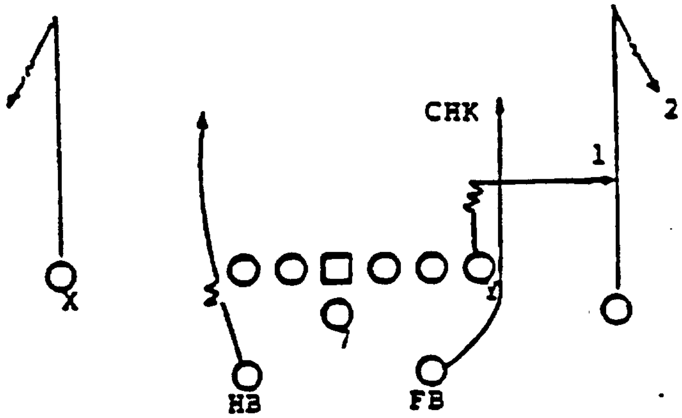

Red RT Z OPP 2G FB Circle

## Split
(Use 26 or 24)



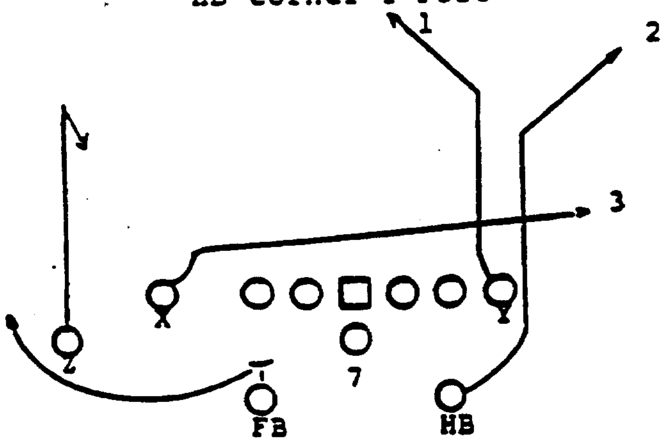

Red RT 26 Split DBL Comeback

## Y Hide



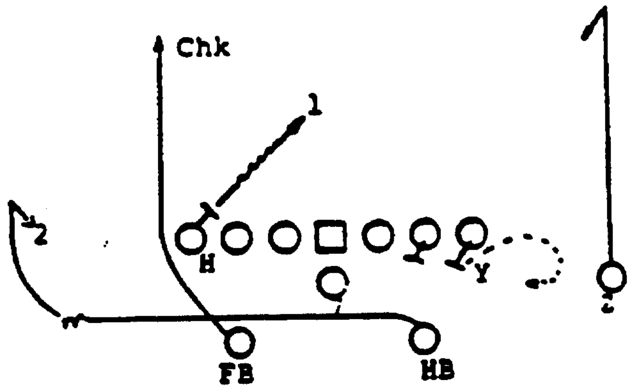

Red RT 26 UP Y Hide

## HB Corner Y Post




Change RT Slot 26 HB Corner Y Post

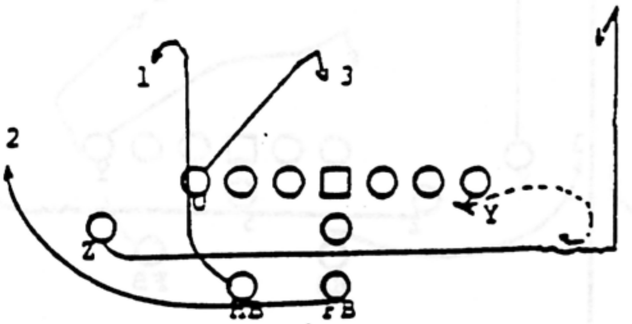
## U Sneak




Change RT-U C LT 74 FB Up U Sneak

## Special Passes

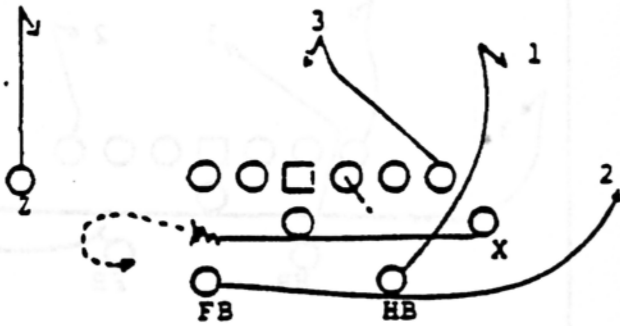
### HB Hook




Brown Rt U Z OPP-74 HB Hook

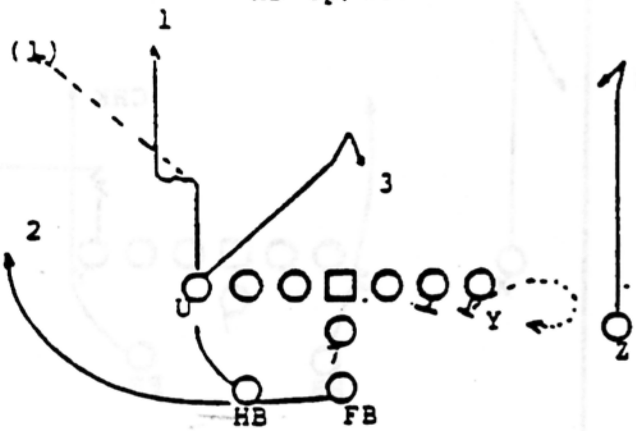
### HB Hook

(Alert 86-87/80-82 Pass Pro)



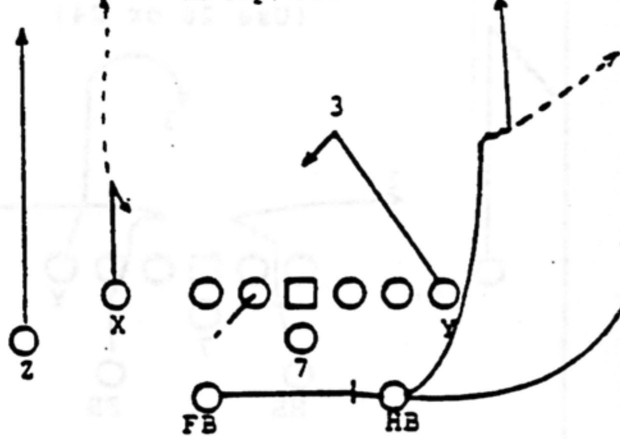

Change RT Slot X OPP 86 HB Hook

### HB Up/Corner



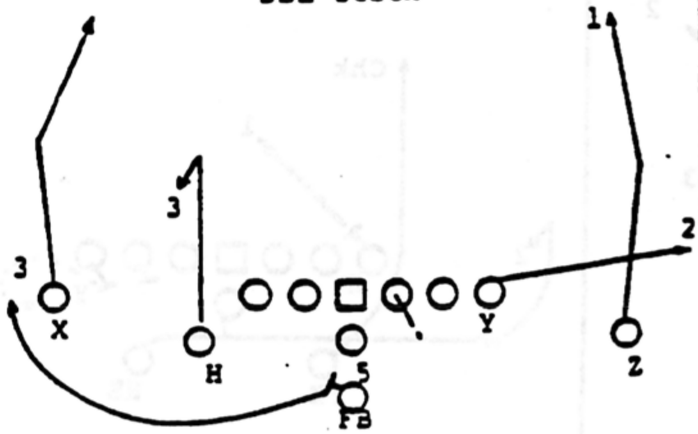

Brown RT-U 74 HB Up (Corner)

### HB Up/Corner



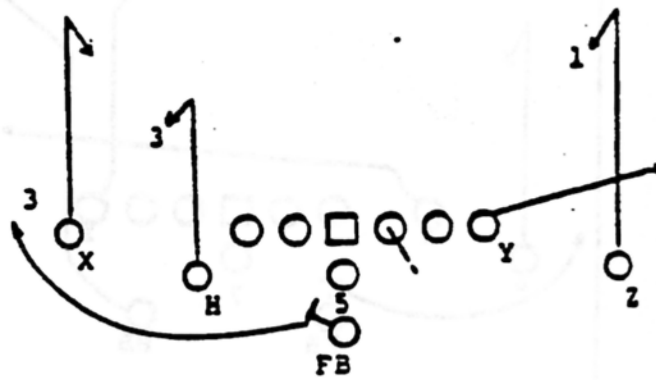

Change RT Slot 84 HB Up (Corner)

### DBL Stick




Deuce RT 76 DBL Stick

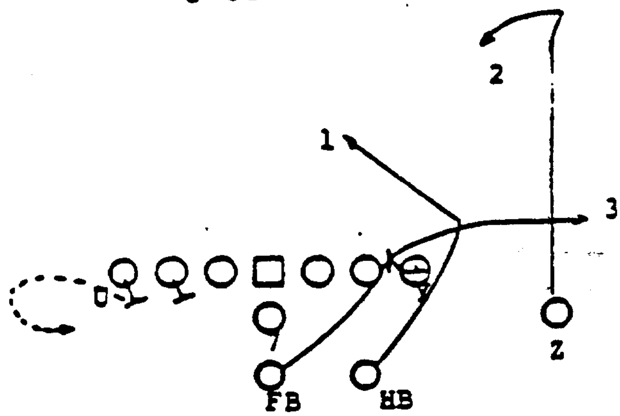
### DBL Hook




Deuce RT 76 DBL Hook

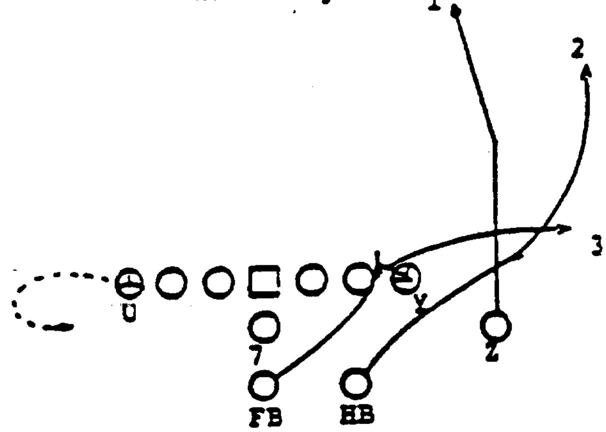
# Special Passes

## Z Curl

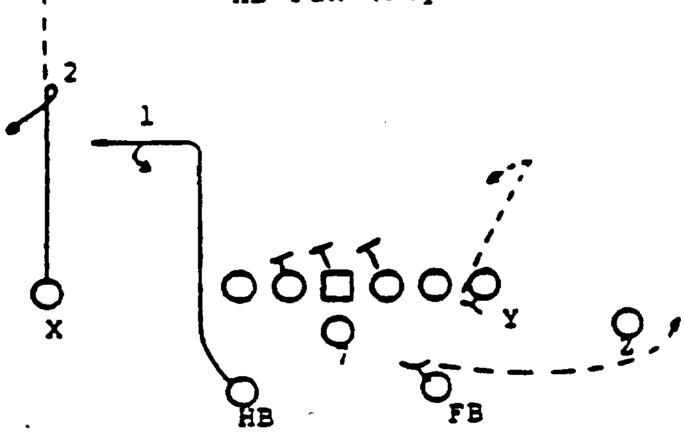



Blue RT U 88 Z Curl

## HB Swing

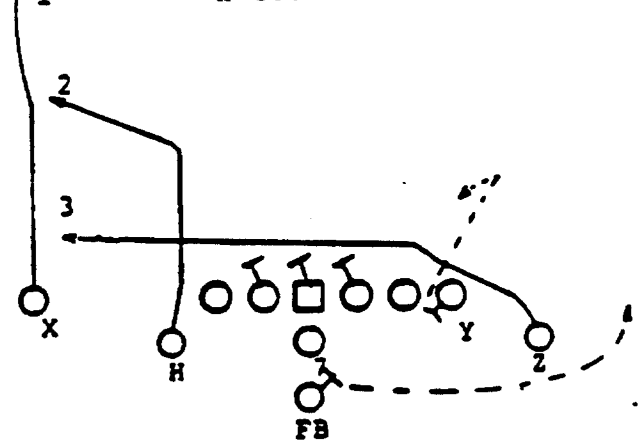



## HB Fan (Key)

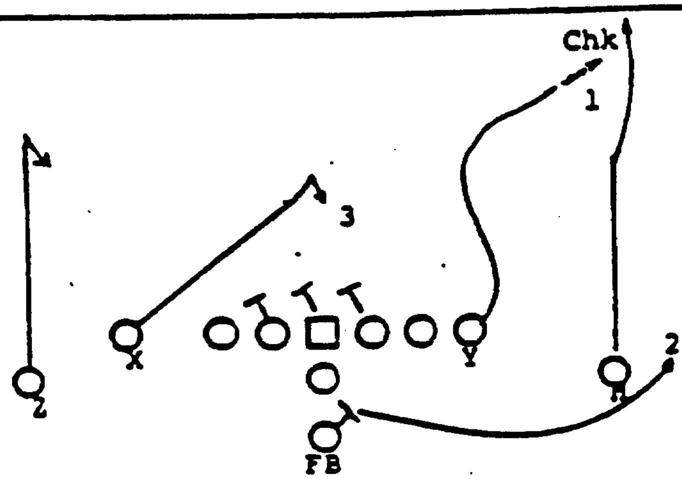



Red RT 228 HB Fan

## H Corner

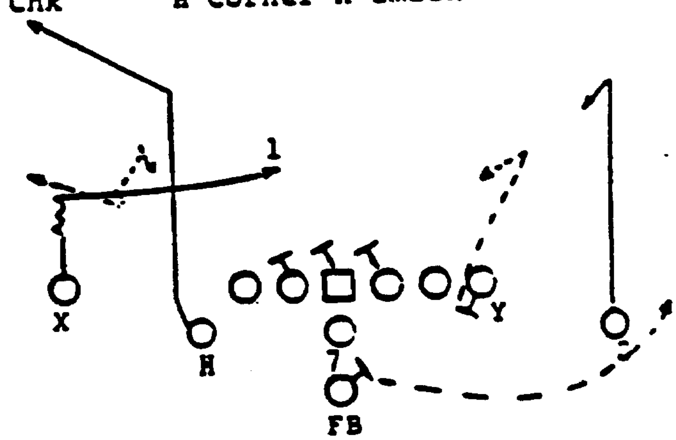



Deuce RT Close 228 H Corner



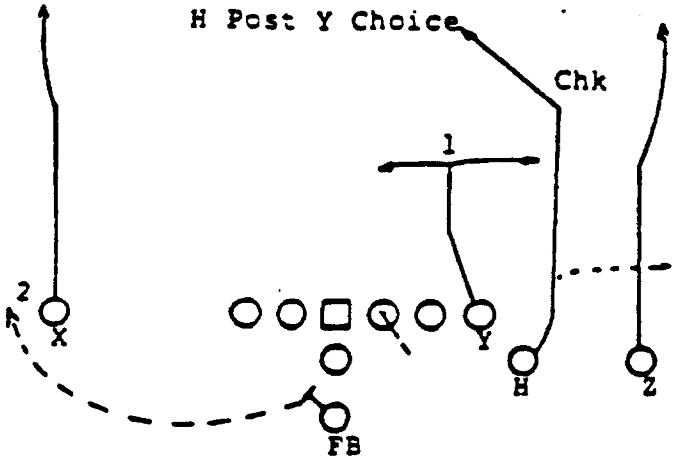

Flex RT 284 Y Sail

## H Corner X Smash

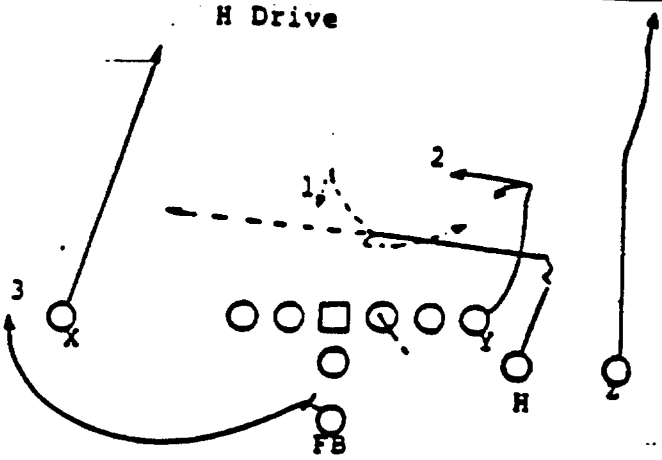



Deuce RT 228 H Corner X Smash

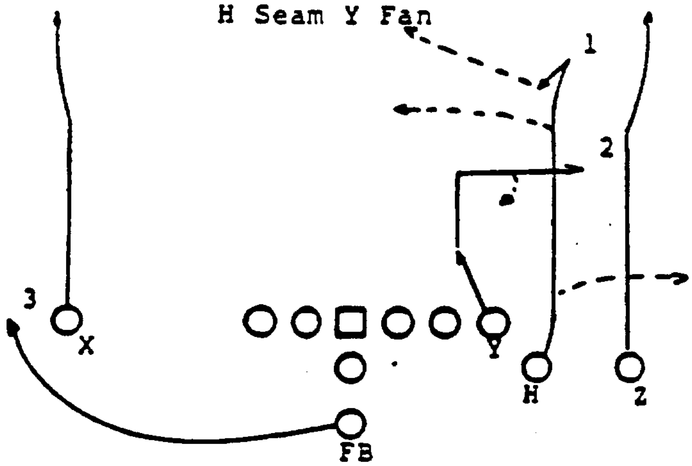
# Special Passes



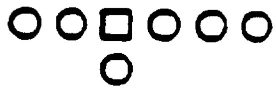

Trey RT 26 H Post Y Choice

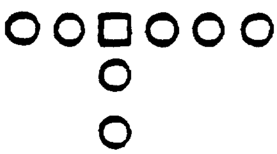


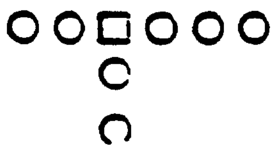

Trey RT 26 H Drive




Trey RT 26 H Seam Y Fan







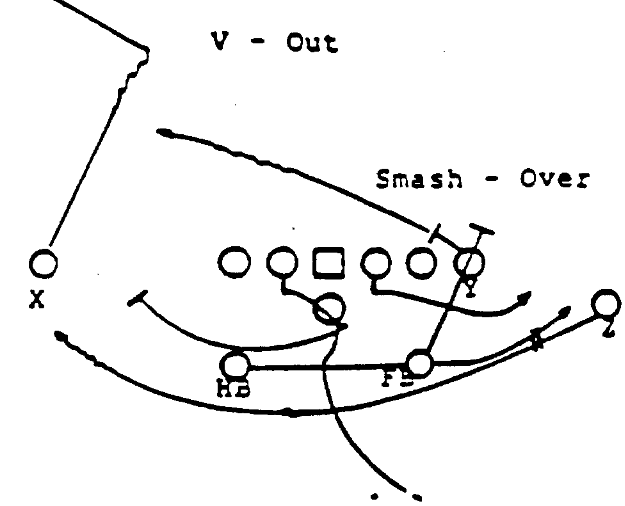
# PLAY ACTION SPECIAL PASSING 1985

Special Passes do not fit into the other categories. Special Bl :king, Ball Handling, and Patterns will be used.

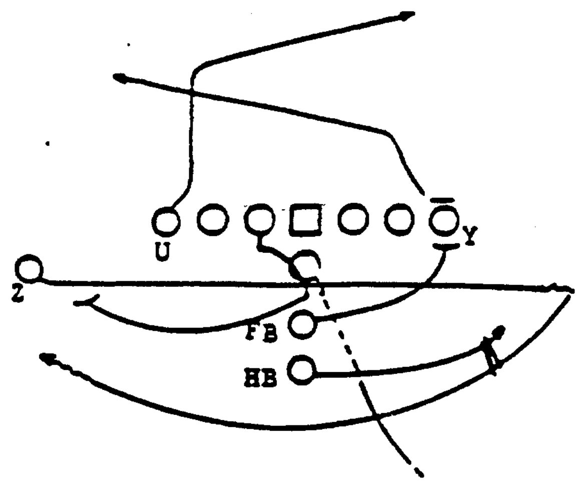
<u>Special Passes</u>

| | |
|---|---|
| Fake 18 - 19 Bob | Z Reverse Pass |
| Fake 98 - 99 Toss | Z Reverse Pass Y - Over |
| Fake 69 - 68 | X Reverse Pass |
| Fake 98 - 99 Flip | Triple Pass |
| Fake 64 - 65 | Flea Flicker - Z Post |
| 98 - 99 Toss | Y Hide |
| 68 - 69 Toss | Z Stalk - Go |
| 68 - 69 Flip | X Stalk - Go |
| Flash/Lite DBL Pass | X Flag |

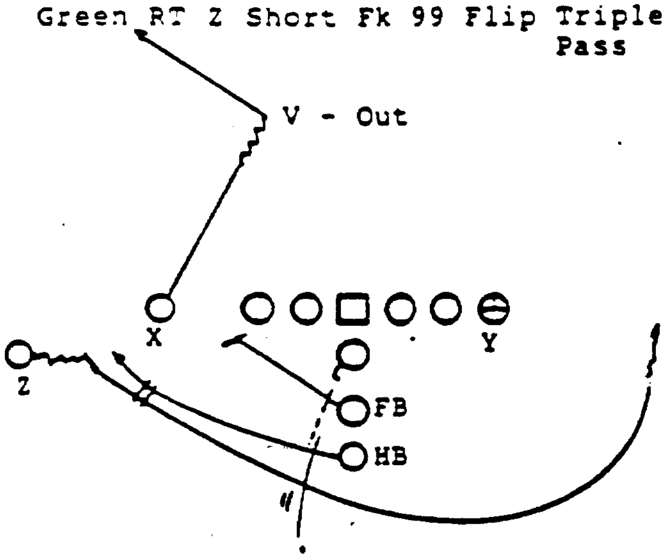
Red RT Fk 18 BOB Z Rev. Pass



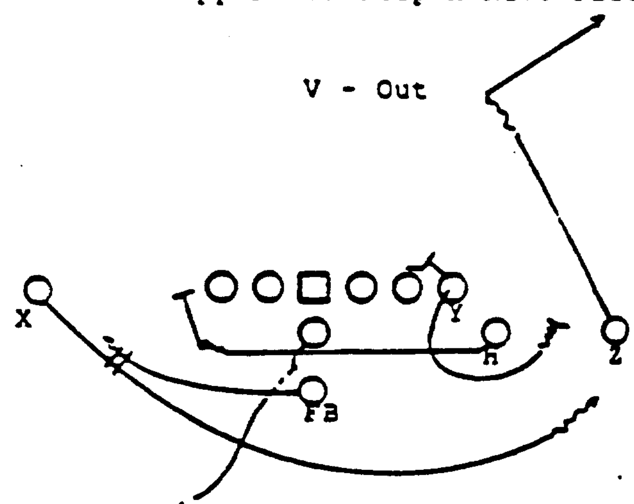

Green RT U Z Opp Fk 98 Toss Z Rev Pass Y Over



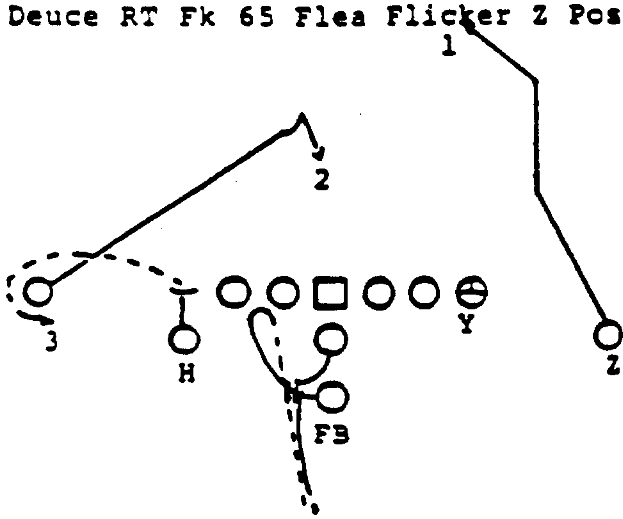

Green RT Z Short Fk 99 Flip Triple Pass



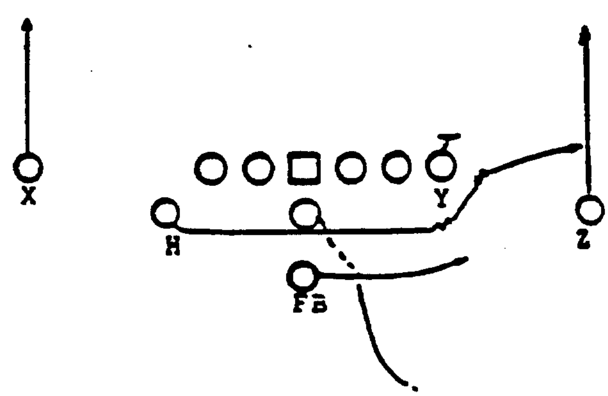

Deuce RT H Opp Fk 69 Flip X Rev. Pass




Deuce RT Fk 65 Flea Flicker Z Post

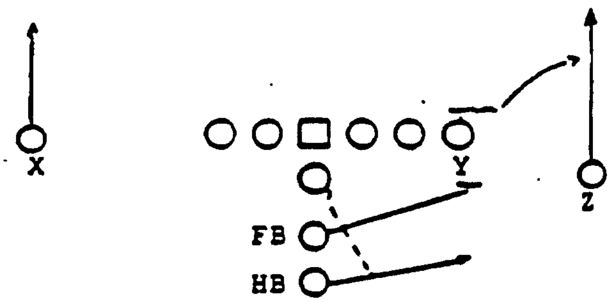



Trey RT H Opp (Fake 68 Toss FB Pass) H Shoot

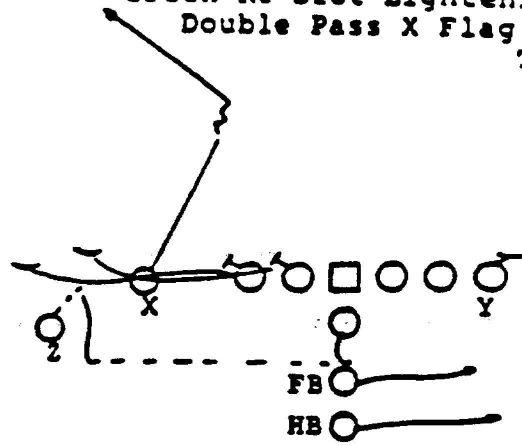


## SPECIAL PLAYS ATTACK SPECIAL PROTECTION - PLAY SEE BELOW

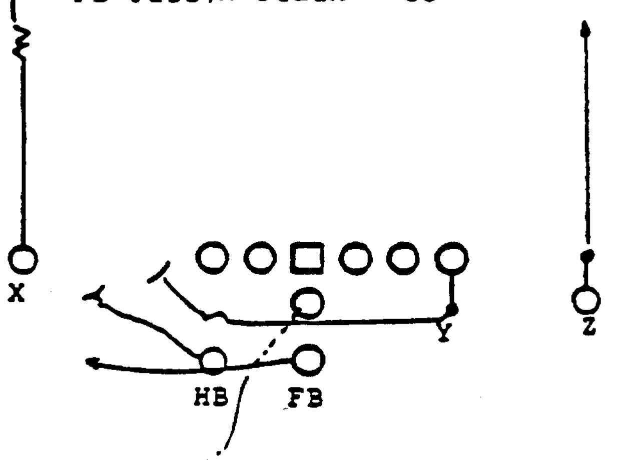
Green RT(Fake 98 Toss HB Pass)
Y Hide



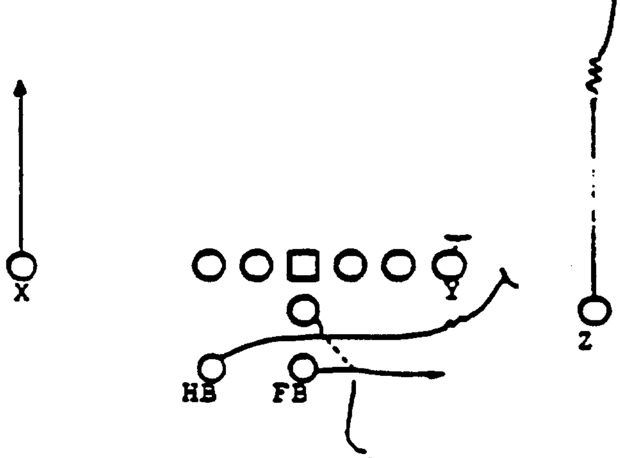

Green RT Slot Lightening
Double Pass X Flag Fk 98
Toss

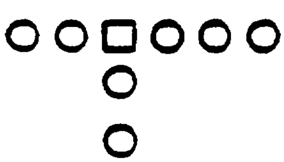


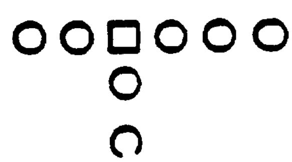

Brown RT Y Motion (Fake 69 Flip
FB Pass)X Stalk - Go




Brown RT a RT (Fake 68 Toss FB
Pass) Z Stalk - Go





Section O

Screens

| | |
|---|---|
| O1 | Screen Passes 1985 |
| O2 | Rock/Log/Mac/Ram/Lion/Lightening/ Flash/Step<br>2 Back Sets |
| O3 | Ace/Deuce |
| O4 | Trey/Flank |
| O5 | Flex/Twins |
| O6 | Screen Blocking |
| O7 | Rock/Log/Mac |
| O8 | Rock/Log/Mac |
| O9 | Rock/Log/Mac |
| O10 | Ram/Lion Screen |
| O11 | Ram/Lion Screen |
| O12 | Blitz Adjust |
| O13 | Flash/Lightening Blocking |
| O14 | Flash/Lightening Blocking |
| O15 | Sally/Rose - 2 Back Sets/Ace/Deuce |
| O16 | Trey/Flank/Flex Twins |
| O17 | Sally Rose |
| O18 | Sally Rose |
| O19 | Sally Rose |
| O20 | Sally Rose |
| O21 | Sally Rose CWM |
| O22 | Sally Rose Blitz Adjust |

# SCREEN PASSES 1985

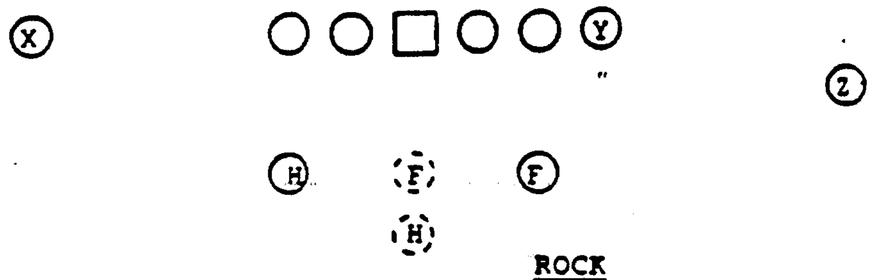
<u>Sally/Rose</u> (block then release)
20-21 X Hook
20-21 X out/ X Go
22-23 Z Hook
22-23 Z out/ Z Go
70-71 HB Corner
82-83 HB Corner/HB Swing
<u>Rock/Log/Mac</u> (3 count screen)
50-51 HB Rk-LG wk/swap FB Rk-LG Wk
52-53 FB Rk-LG ST/swap HB Rk-LG St
52-53 FB MAC
70-71 FB Rk-LG Wk
70-71 Y Rk-LG St
82-83 Rub HB Rk LG St
LoG-1 Rock 2 (Fake screen Back Dump)
398F-399F/314F-315F/366-367 Rk LG FB
314-315 Rk-LG Wk HB
Pass 42 43 DRW FB MAC/HB MAC
<u>Ram Lion</u> (Hit-Hit Then Release)
20-21 HB Rm-LN Wk
22-23 FB Rm-LN St
70-71 Rub FB Rm-LN Wk
82-83 FB Rm-LN St
42-43 DRW HB Rm-LN Wk
22-23 Fk Rm-LN Y Late
<u>Lightening/Flash</u> (Hit then Release)
Fake 98-99 F/Toss Lite/Flsh X Wk/ Z Wk - Stack
Fake 30-31 Trap Lite/Flsh X Wk/ Z Wk - Stack
Fake 64-65 Flash/Lite H St
Stop (Receiver block first force)
Z
X
H

ROCK - LOG - MAC

RAM - LION

LIGHTENING - FLASH - STOP

2 Back Set




**LOG**

50 HB Log/Swap FB Log

70 FB Log

398F/314F FB Log

314 HB Log

Fake -- Log 1

**LION**

20 HB Lion

70 Rub FB Lion

42 Draw HB Lion

**LIGHTENING** - X/Z (Stack)

Fake 98F/98 Toss/30 Trap

**ROCK**

52 FB Rock/Swap HB Rock

70 Y Rock

82 Rub HB Rock

**MAC**

52 FB MAC

Pass 52 Draw FB/HB MAC

**RAM**

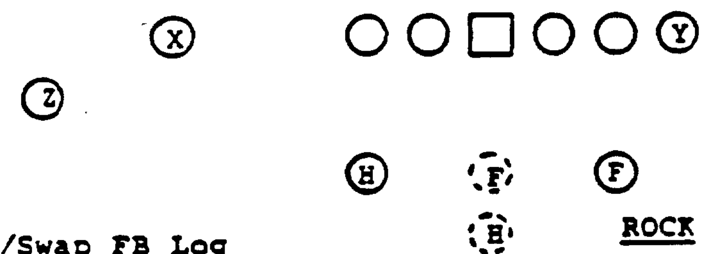
22 FB Ram

82 FB Ram

22 Fake Ram Y Late

---

2 Back Set Slot




**LOG**

50 HB Log/Swap FB Log

70 FB Log

398F/314F FB Log

314 HB Log

Fake---Log 1

**LION**

20 HB Lion

70 Rub FB Lion

42 Draw HB Lion

**STOP** - Z/X

Fake 98 Toss

**ROCK**

52 FB Rock/Swap HB Rock

70 Y Rock

82 Rub HB Rock

**MAC**

52 FB MAC

Pass 42 Draw FB/HB MAC

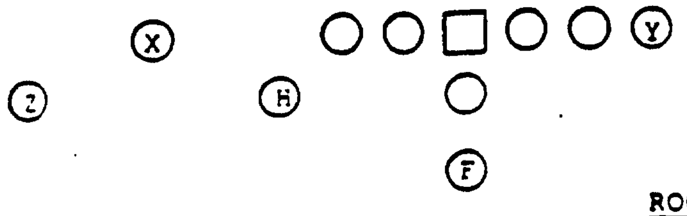
**RAM**

22 FB Ram

82 FB Ram

ROCK LOG MAC [illegible]
RAM LION
LIGHTENING FLASH STOP

Ace




LOG

50 H Log

70 FB Log

366 FB Log

Fake--Log 1

LION

20 H Lion

70 Rub FB Lion

42 Draw H Lion

STOP - Z/X

Fake 68 Toss/30 Trap

ROCK

52 FB Rock

70 Y Rock

MAC

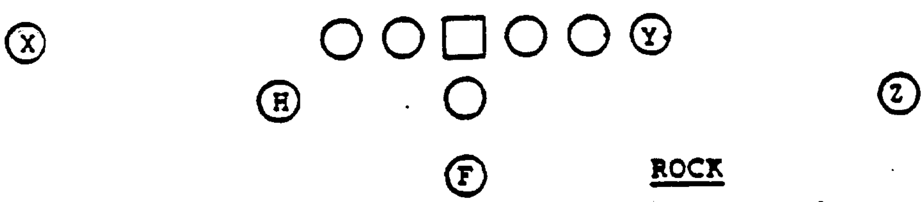
52 FB MAC

Pass 42 Draw FB MAC

RAM

22 FB Ram

Deuce




LOG

50 H Log

70 FB Log

366 FB Log

Fake -- Log 1

LION

20 H Lion

70 Rub FB Lion

42 Draw H Lion

LIGHTENING - X

Fake 64

ROCK

52 FB Rock

70 Y Rock

367 FB Rock

MAC

52 FB MAC

Pass 42 Draw FB MAC

RAM

22 FB Ram

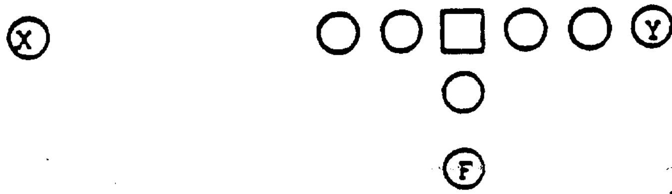
FLASH Z

Fake 65

ROCK LOG MAC BY FORMATION/PROTECTION
RAM LION
FLASH LIGHTENING STOP



Trey




LOG

50 FB Log

366 FB Log

Fake--Log 1

LION

20 FB Lion/T 20 FB Lion

LIGHTENING X

Fake 68 Toss/30 Trap

ROCK

52 H Rock/T52 Y Rock

82 Rub FB Rock

MAC

52 H MAC

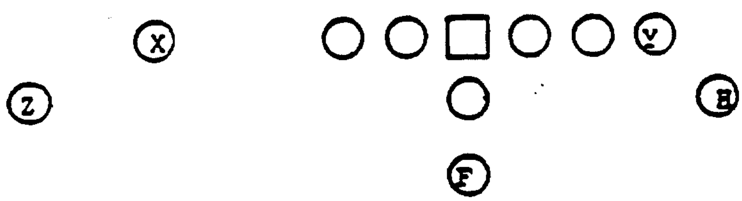
RAM

82 FB Ram

STOP Z

Fake 65/360

Flank




LOG

50 FB Log/T 50 FB Log

366 FB Log

Fake -- Log 1

LION

20 FB Lion/T 20 FB Lion

STOP - Z/X

Fake 68 Toss/30 Trap

ROCK

52 H Rock/T 52H Rock

82 Rub FB Rock

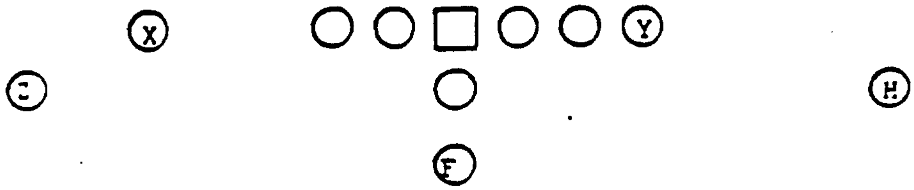
MAC

52 H MAC

RAM

82 FB Ram

Flex




<u>LOG</u>

T 50 FB Log

366 FB Log

Fake -- Log 1

<u>LION</u>

T 20 FK Lion

<u>STOP - X/Z</u>

Fake 68 Toss/30 Trap

<u>ROCK</u>

T 52 H Rock

82 Rub FB Rock

<u>MAC</u>

T 52 H MAC

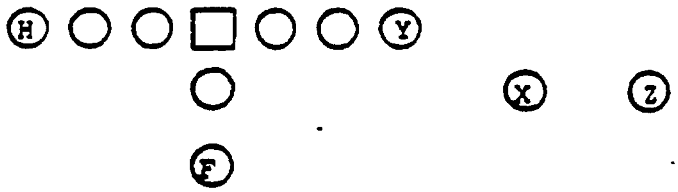
<u>RAM</u>

82 FB Ram

<u>FLASH H</u>

Fake 65

Twins




<u>LOG</u>

70 FB Log

<u>LION</u>

70 Rub FB Lion

<u>LIGHTENING U</u>

Fake 68 Toss/30 Trap

<u>ROCK</u>

T 52 H Rock

<u>MAC</u>

52 FB MAC

<u>RAM</u>

22 FB Ram

<u>STOP - X/Z</u>

Fake 65/31 TRAP

ROCK/LOG/MAC

POCKET SCREENS

All Pocket Screens will be run with a three count delay for the Offensive Linemen and the Screen Back. (Count: 1-Thousand-1, 1 Thousand-2, 1 Thousand-Go). Block all Pass Rush Stunts with normal Pass Pro Rules.

LINE COACHING POINTS

On Tackle - Take set based on the DE's Alignment. Stay with the DE except on E-T Stunt. Try to lure him upfield but keep him out of throwing lane. You may cut the DE at 7 yds depth to get his hands down.

On Guard - Take set based on whether you are covered or uncovered. Covered - Set - Block man over you - release behind L.O.S on third count - lose your man away from screen side. You are responsible for first force. Uncovered - Set - Short, toward on Tackle, - release on third count - Block first force. Eyeball LBer over you for coverage key.

Center - Take set based on whether you are covered or uncovered. Covered- take call side away from man over you - release on third count - lose your man away from screen side. If your off guard is uncovered, use Yellow/Orange Tech. For slanting N.T. you are second man out - lead upfield - block first man to show. Uncovered - Set-Short, toward on guard, release on third count - lead upfield - block first man to show/

Off Guard - Take set based on whether you are Covered or Uncovered. Covered - set block man over you - release on third count - lose your man away from screen side - Check for any trailing defenders - if none, turn upfield - look inside and seal.

Uncovered - Set for Yellow/Orange call. Use Yellow/Orange rules for pass pro. Release on third count - Block trailers or turn upfield to seal.

MIDDLE SCREEN (MAC)
( POCKET )

On Tackle - Onside O.G. uncovered; fan (Strong Side)

Block end man on L.O.S. Stay with him until screen is thrown. Onside O.G. Covered; take set based on DE's Alignment, Block him until screen is thrown.

ON GUARD Uncovered; Fan Block Man (Strong Side)

Over onside O.T. on third count - lose your man to the outside - lead upfield - block anything that crosses your face. Covered; set short, block man on you. On third count - lose your man to the outside - lead upfield - Block anything that crosses your face.

CENTER Covered; Take fan side away from man on you. On third count - lose man away from Fan side - lead upfield for MAC. Uncovered; Set-Short, release upfield for MAC.

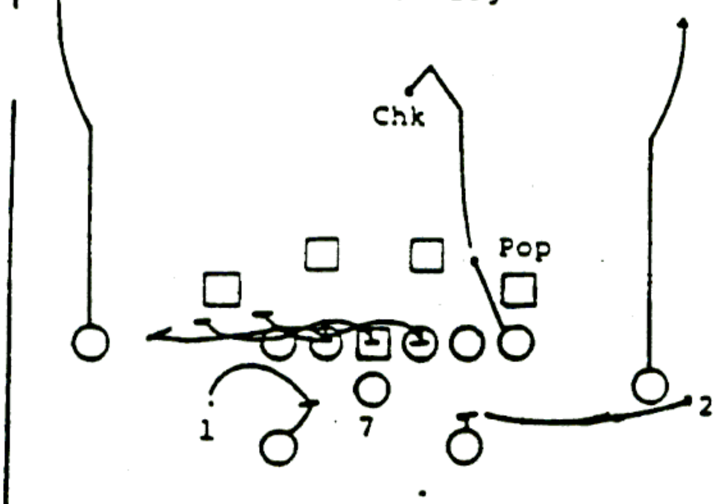
Off Guard Uncovered; set toward center. On third count, release upfield, block anything that crosses your face. V. Bubble, look for LB over you. Covered; set short block man over you. On third count lose man to outside, lead upfield, block anything that crosses your face.

Off Tackle - Take set base on DE's Alignment. Block DE until screen is thrown.

PLAY PASS SCREENS

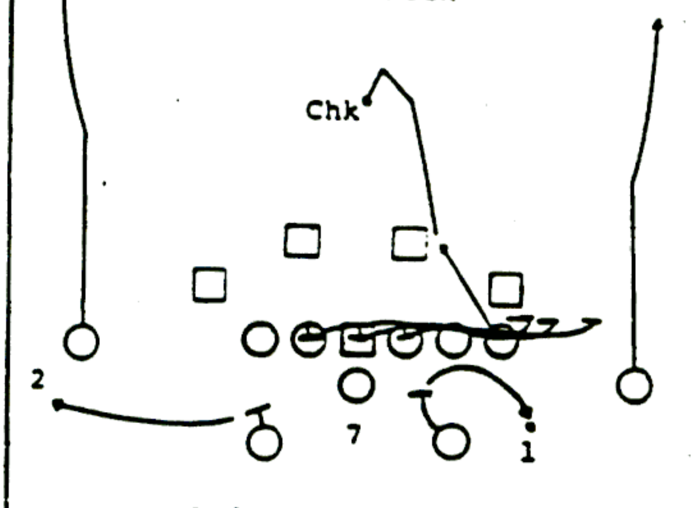
Action pass screens will be run with the offensive linemen using the play action technique for the play action called, with a three count delay, before executing their Pocket Screen Assignments.

Audible 50 Log

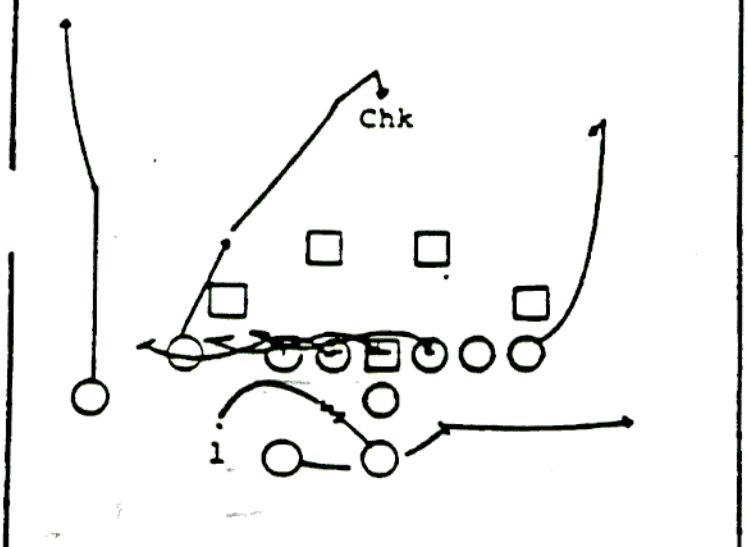



Red RT 50 HB Log (Auto--DBL Go)

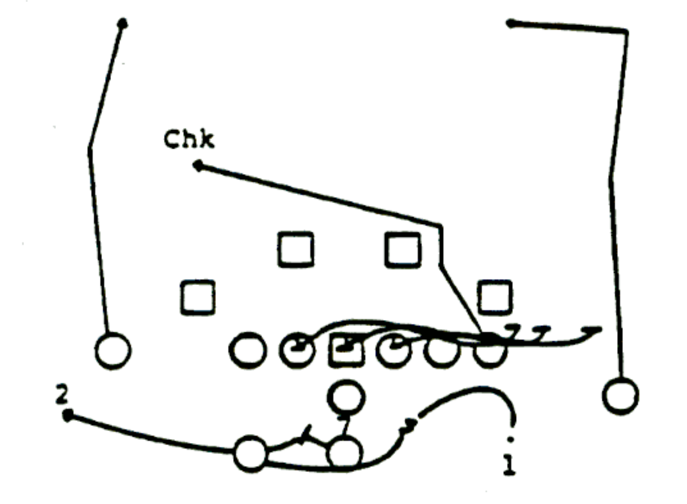
Audible 52 Rock




Red RT 52 Rock



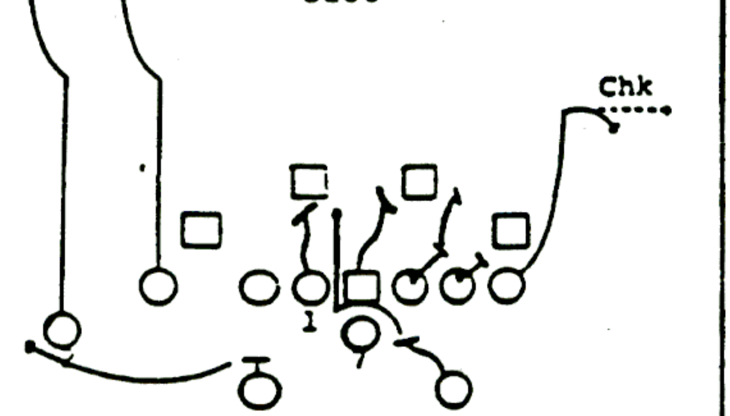

Brown RT Slot 50 Swp HB Log




Brown RT 52 Swap HB Rock 2 In

Audible 52-53 MAC

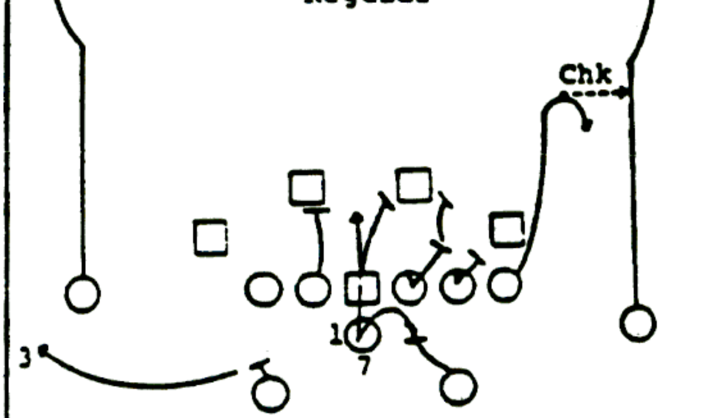
- Slot -




Red RT Slot 52 FB Mac(Atuo-Y Fan)

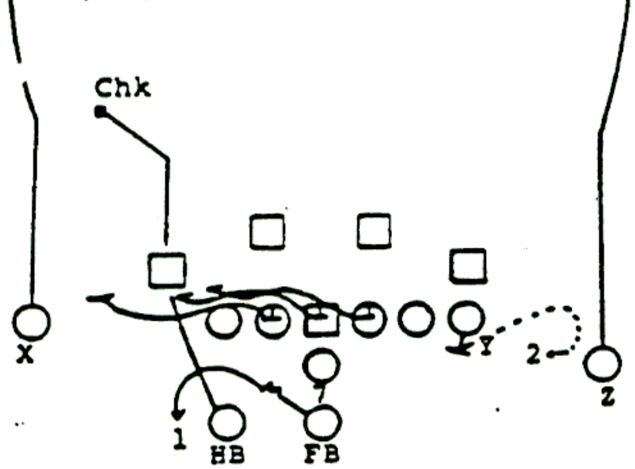
Audible 52-53 MAC

- Regular -



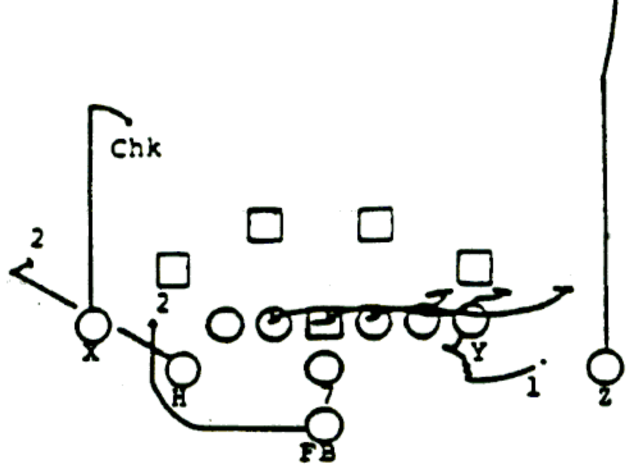

Red RT 52 FB Mac

Audible 70 Log
(Auto - HB Corner)

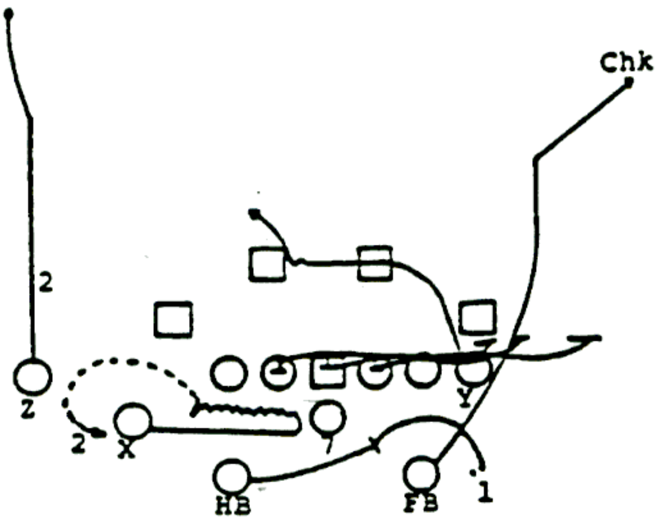



Brown RT 70 FB Log

Y Rock
(Auto - X Curl)

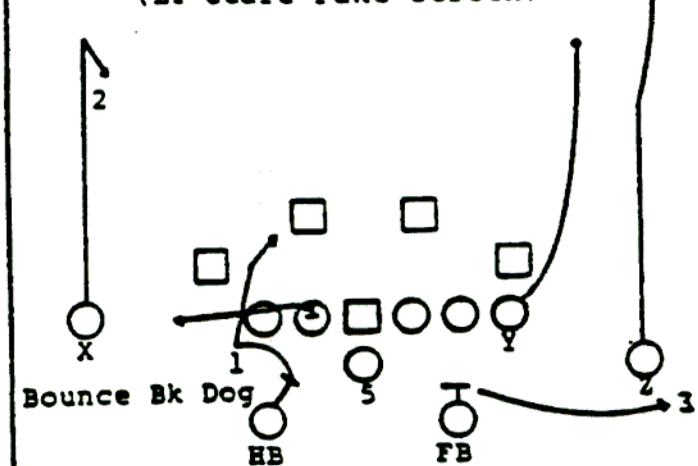



Deuce RT 70 Y Rock

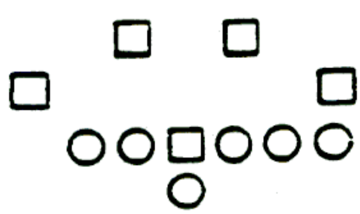



Red RT Slot X Return 82 Rub HB Rock

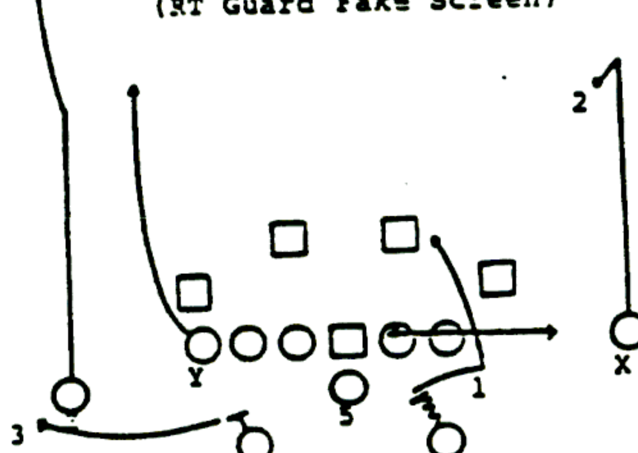
Audible Log 1 (X Hook)
(LT Guard Fake Screen)




Fake Log HB Dump

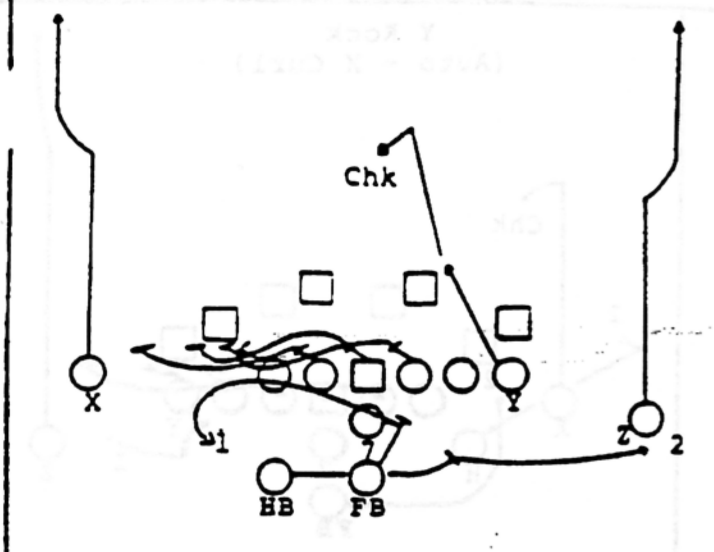


Audible Rock 2 (X Hook)
(RT Guard Fake Screen)

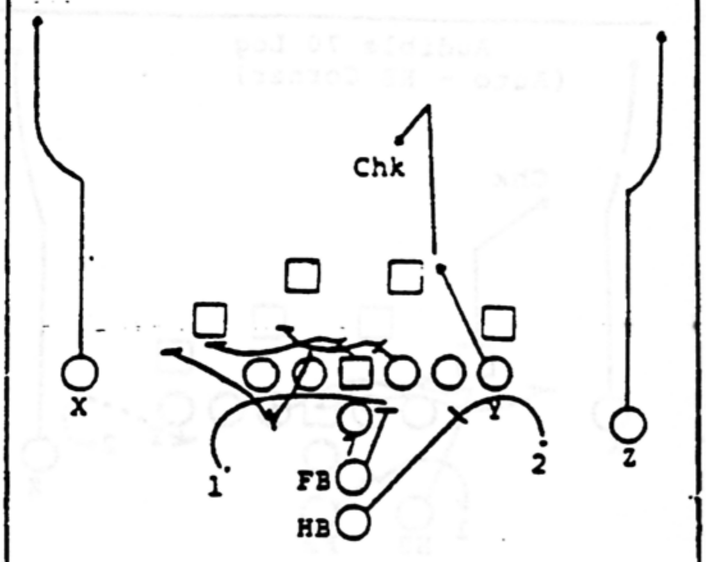


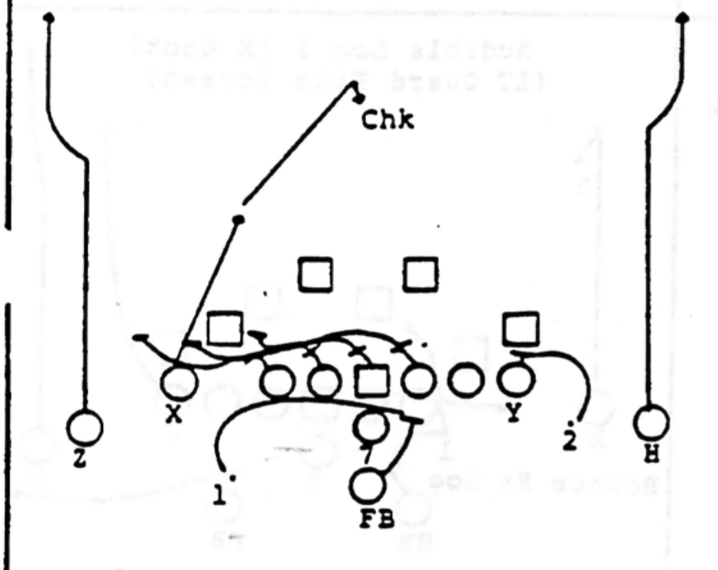

Bounce Buck Dog

Fake Rock HB Dump

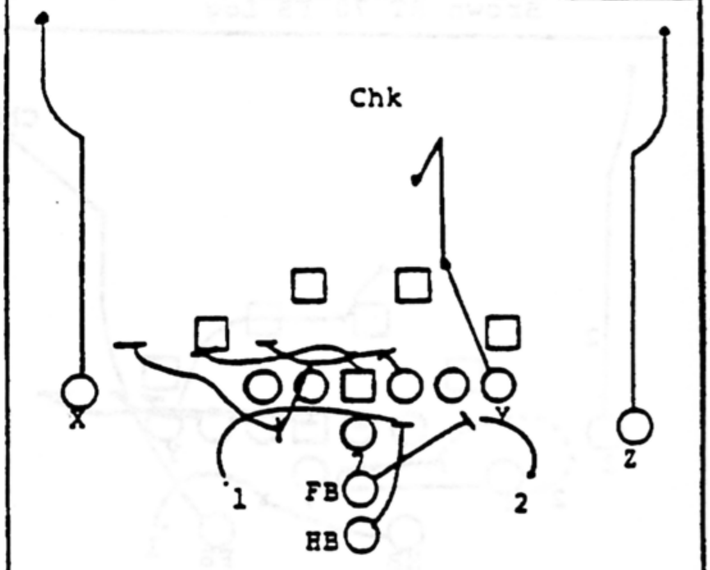



Brown RT 398F FB Log

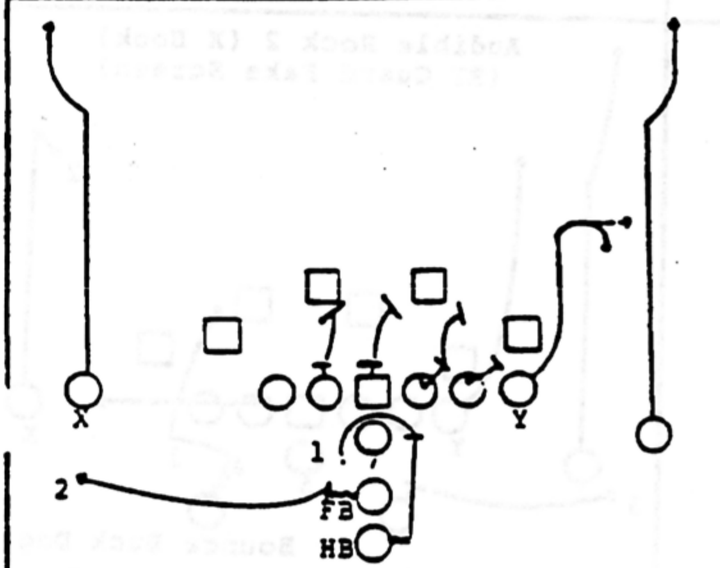


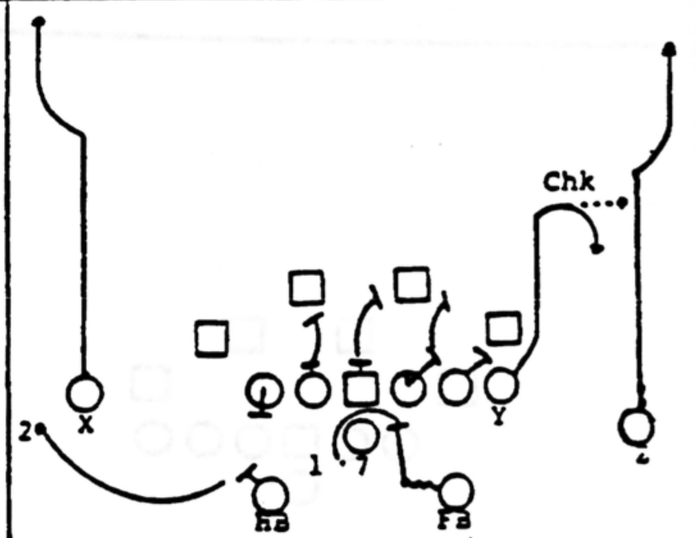

Flex RT T366 FB Log




Green RT 314 HB Log




Green RT 42 D:aw HB Mac




Red RT 42 Draw FB Mac

# RAM LION SCREEN

All Ram Lion Screens will be run with a two count delay for the Offensive Linemen. (Hit--Hit--Go). Block all Pass Rush Stunts with Normal Pass Pro Rules.

LINE COACHING POINTS:

On Tackle - Take set based on DE's Alignment. Try to lure him inside quickly. If he works him upfield, stay with him.

On Guard - Take set based on whether you are covered or uncovered. Covered - Set-Block Man over you. Release behind L.O.S on second count lose your man away from screen side. You are responsible for first force. Uncovered - Set-Short, toward on Tackle - Release on second count - eyeball LBer over you for coverage key - block first force.

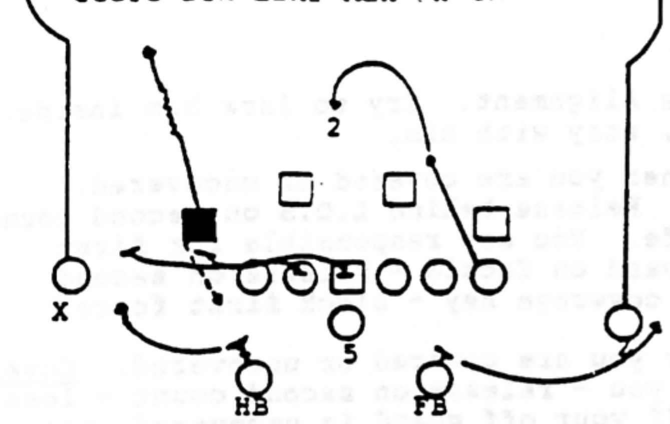
Center - Take set based on whether you are covered or uncovered. Covered take call side away from man over you - release on second count - lose your man away from screen side. If your off guard is uncovered, use Yellow/Orange Tech for slanting N.T. you are second man out - lead upfield - block first man to show.

Uncovered - Set short, toward on guard, release on second count - lead upfield - block first man to show.

Off Guard - Take set based on whether you are covered or uncovered. Covered - Set-Block man over you - release on second count - lose your man away from screen side - check for any trailing defender - if none, turn upfield - look inside and seal. Uncovered - set for Yellow/Orange. Use Yellow/Orange rules for Pass Pro. Release on second count - block trailers or turn upfield to seal.

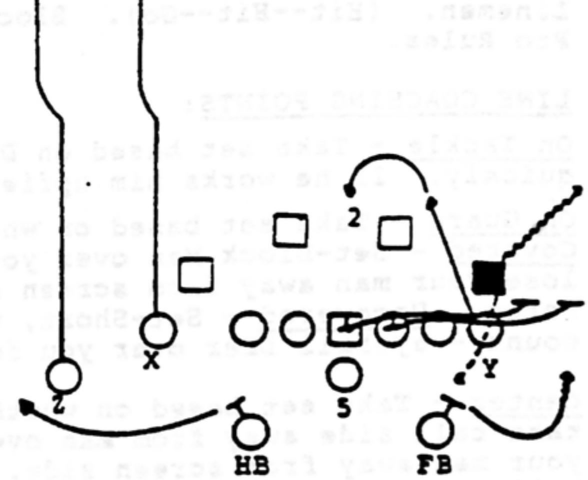
Off Tackle - Take set based on DE's Alignment. Stay with him until screen is thrown.

Audible 20 Lion
(Black Delay Release)
Guard Blk Lbkr Man on Bk

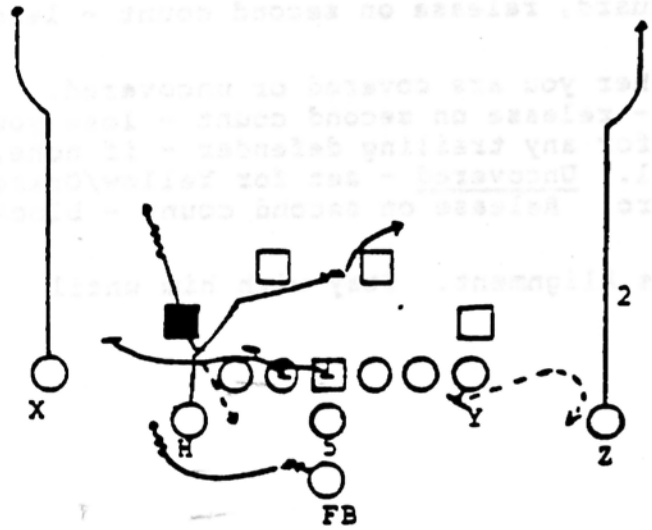



Red RT 20 HB Lion (Auto--Y Spot)

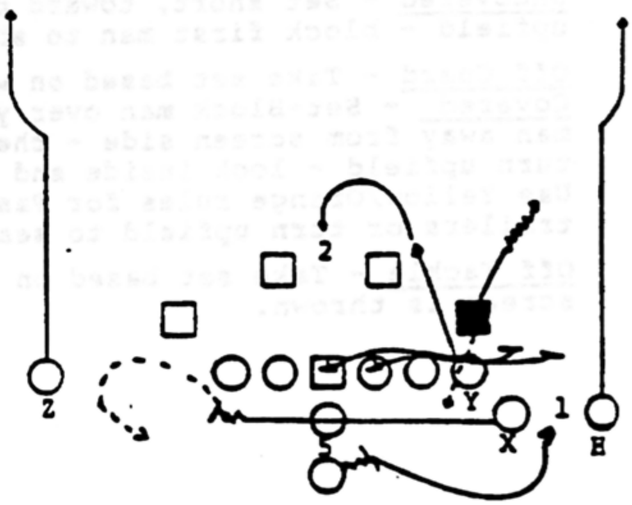
Audible 22 Ram




Red RT Slot 22 FB Ram

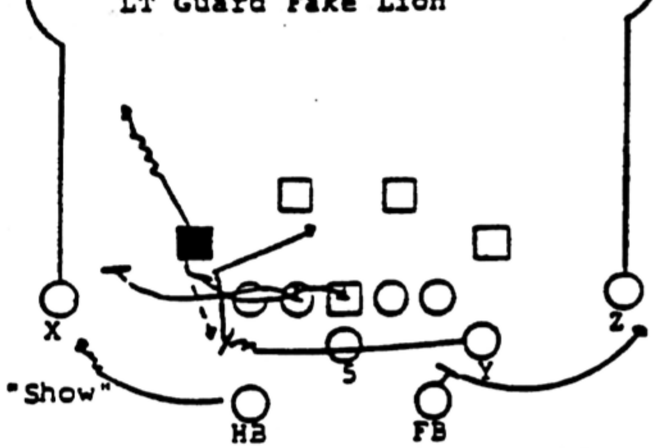



Deuce RT 70 Rub FB Lion

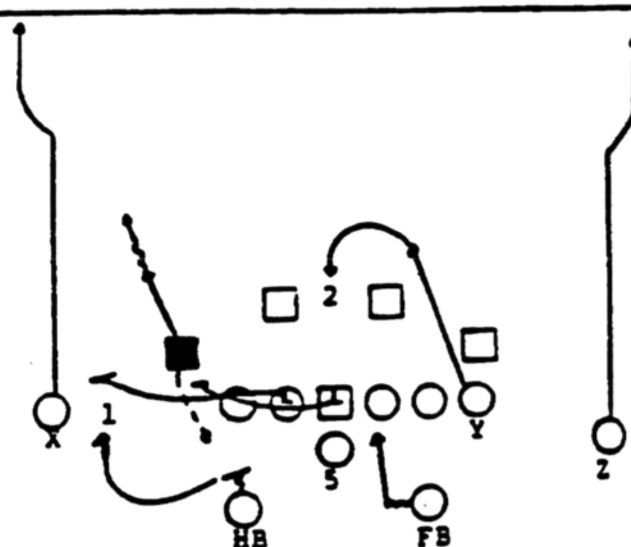



Flex RT X Opp 82 FB Ram

Fake Lion Y Late
HB Show Lion Quicker
LT Guard Fake Lion




Red LT Y Opp 23 Fake Lion Y Late.




42 Draw HB Lion (Auto Y Check)

ROCK LOG MAC

RAM LION

(BLITZ ADJUST)

Backs -- Block Like Pocket

2 Receiver Side -- Shoot Slant (QK Go)

1 Receiver Side -- Slant (QK Go)

Any Receiver on Slow/Check -- Block MDM

General Alerts

# FLASH/LIGHTENING

Flash and/or Lightening are thrown off of Play Action. They will be thrown with a quick fake and throw action to the outside receiver behind the L.O.S.

Line Coaching Points:

On Tackle - Take quick step to execute quick sift. Release flat, execute quick sift. Release flat, sprint at the receiver to block first force.

On Guard - Covered - Take quick step, stab D.T. - release flat, sprint behind on tackle. You are second man out. Be ready to lead upfield, block first man to show. Uncovered - take quick swap step. Release flat, sprint to assignment.

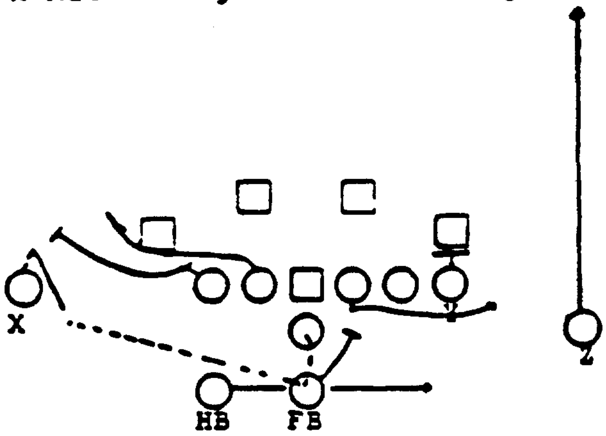
Center - Block Run Action called. Clean-up backside or trail.

Off Guard - Block Run Action called. Release defender away from screen side.

Off Tackle - Block Run Action called. Release defender away from screen side.

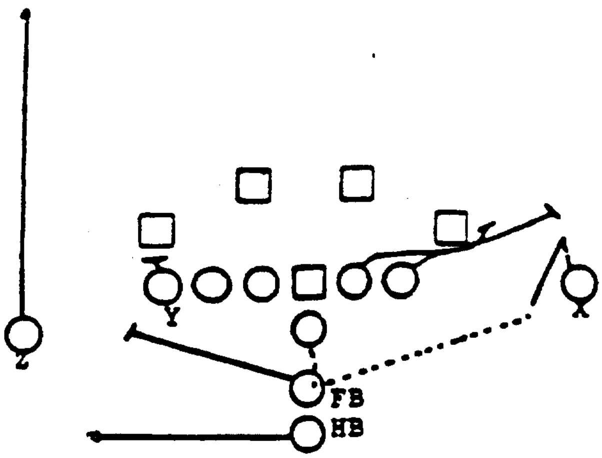
## Lite X

X Alert--Adjust Vs Cleo/Bump



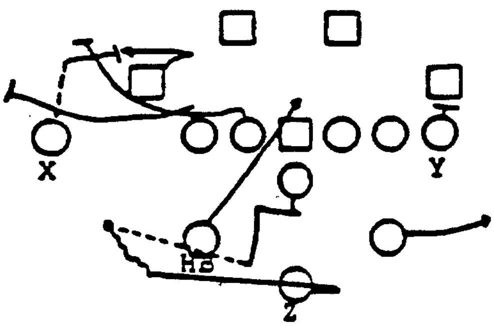

Brown RT Fake 98F Lite-X

## Flash X



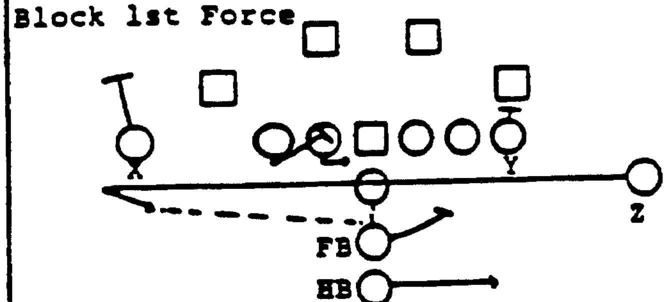

Green LT Fake 99 Toss Flash X

## Lite Z Stack



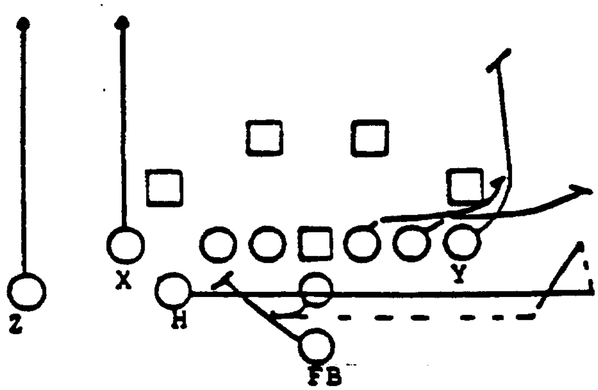

Red RT Z Stack Fake 30 Trap Lite Z

## Z Stop



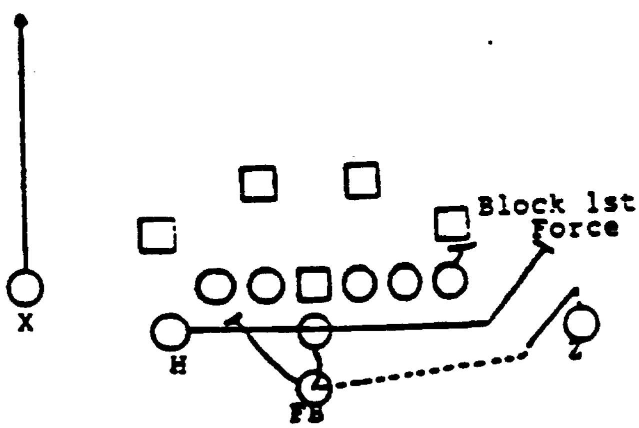

Green RT Slot Z Opp Fake 98 Toss Z Stop

## Flash H




Flex RT H Opp Fake 65 Flash H

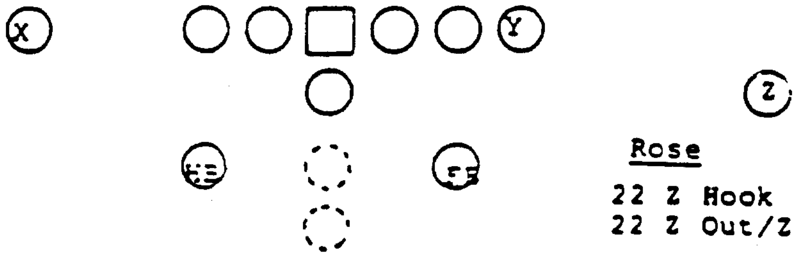
## Z Stop




Trey RT H Opp Fake 65 Z Stop

# ROSE SALLY BY FORMATION

## 2 Back Set



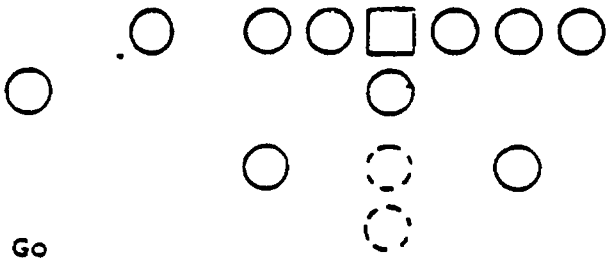

**Sally**

20 X Hook
20 X Out/X Go
70 HB Corner

**Rose**

22 Z Hook
22 Z Out/Z Go

## 2 Back Set Slot



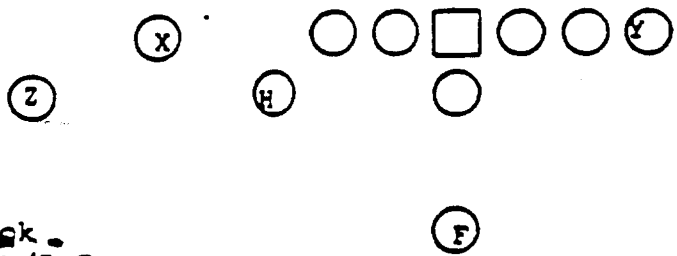
**Sally**

20 Z Hook
20 Z Out/Z Go

**Rose**

82 HB Corner/HB Swing

## Ace

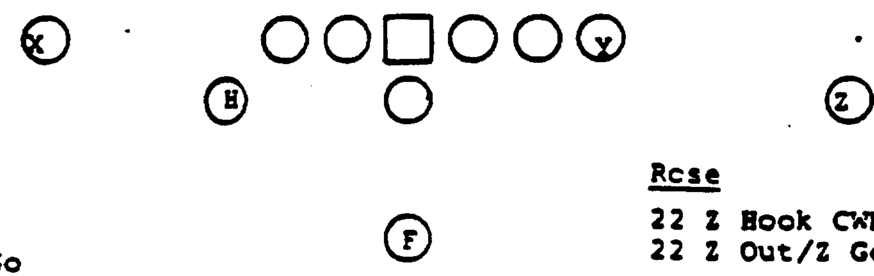



**Sally**

20 Z Hook
20 Z Out/Z Go
70 H Corner

**Rose**

## Duece




**Sally**

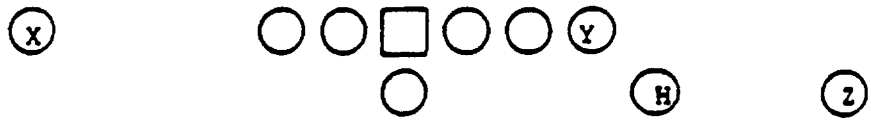
20 X Hook
20 X Out/Go
70 H Corner CWM

**Rose**

22 Z Hook CWM
22 Z Out/Z Go CWM

## ROSE SALLY BY FORMATION

### Trey




**Sally**

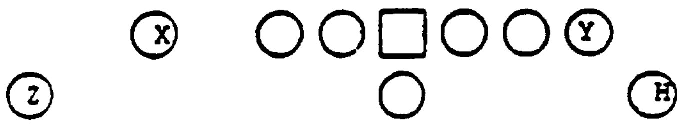
20 X Hook
20 X Out/X Go

F

**Rose**

22 Z Hook
22 Z Out/Z Go

### Flank




**Sally**

20 Z Hook
20 Z Out/ Z Go

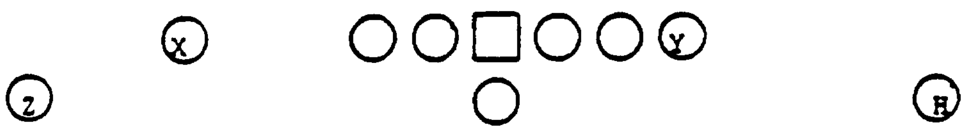
F

**Rose**

82 H Corner/H Swing

## SALLY ROSE BY FORMATION

### Flex




**Sally**

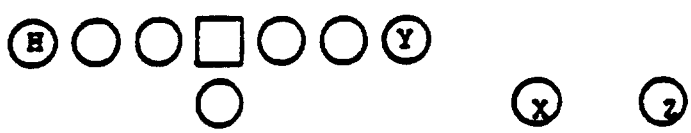
T 20 Z Hook
T 20 Z Out/ Z Go
70 Z Smash

F

**Rose**

82 H Hook
82 H Out/H Go
82 H Smash

### Twins




**Sally**

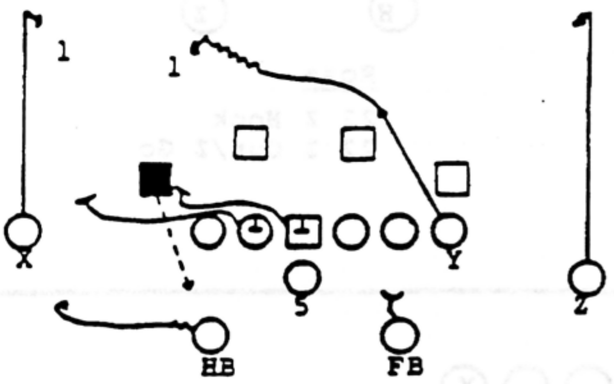
70 H Corner

F

**Rose**

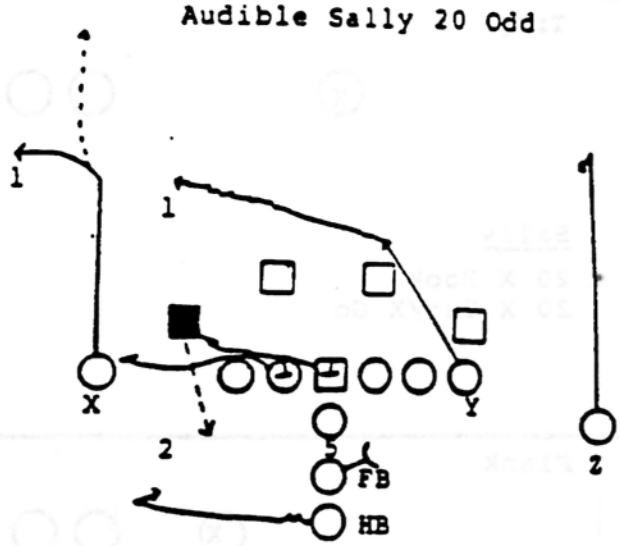
22 Z Hook/Z out/Z Go
22 X Hook/X out/X Go
22 Y Fan

Audible Sally 20 Even



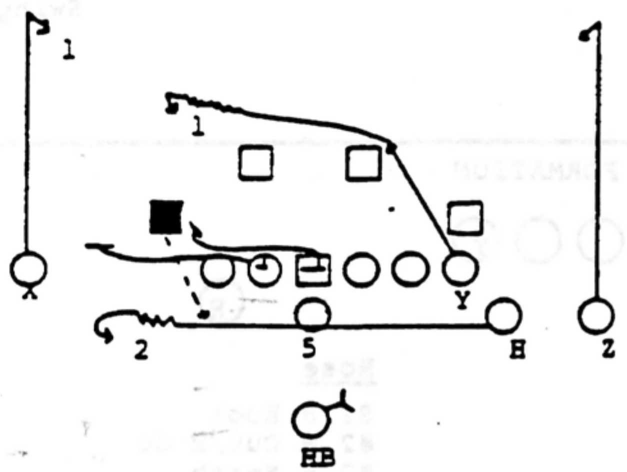

Red RT Sally 20 X Hook

Audible Sally 20 Odd



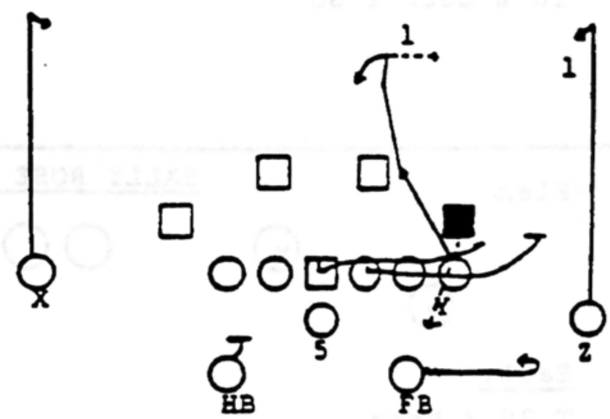

Green RT Sally 20 X Out (Go)

X HOOK



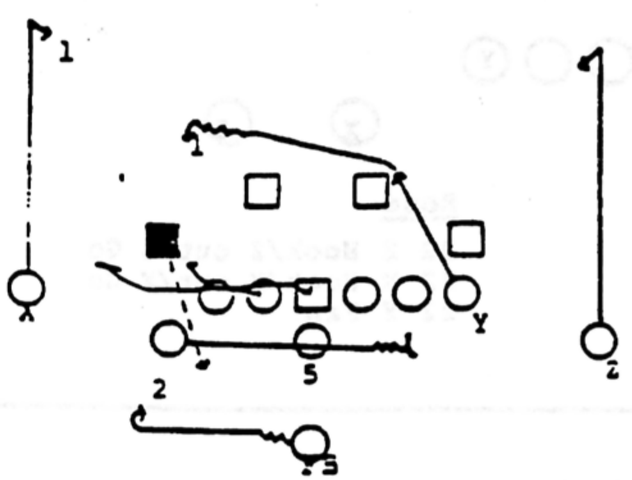

Duece RT H OPP. Sally 20 X Hook

Audible Rose 22 Even



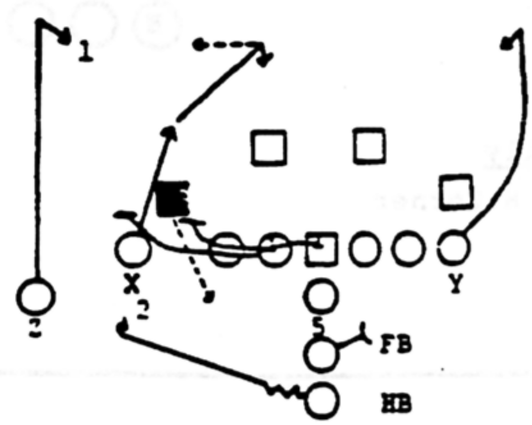

Red RT Rose 22 Z Hook

X HOOK




TREY RT H OPP Sally 20 X Hook

Z HOOK
-SLOT CALL-




Green RT Sally 20 Z Hook

## SALLY-ROSE

SALLY AND ROSE WILL BE RUN WITH A TWO HIT BLK FOR THE ON GUARD AND CENTER. BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

LINE COACHING POINTS:

ON TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. TRY TO LURE HIM INSIDE QUICKLY IF HE WORKS HIM UPFIELD. STAY WITH HIM.

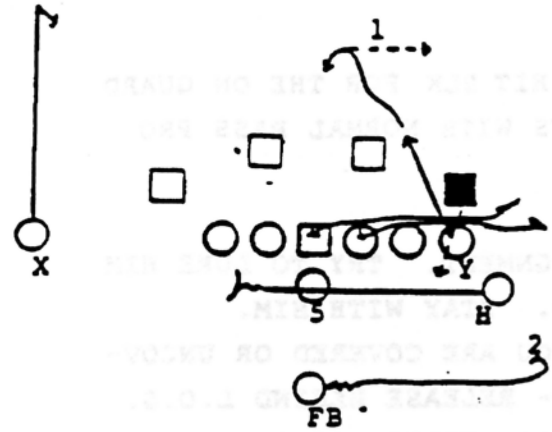
ON GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED SET-BLOCK MAN OVER YOU - RELEASE BEHIND L.O.S. ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. YOU ARE RESPONSIBLE FOR FIRST FORCE. UNCOVERED SET - SHORT, TOWARD ON TACKLE - RELEASE ON SECOND COUNT - BLOCK FIRST FORCE. EYEBALL LBER OVER YOU FOR PASS COVERAGE.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED, USE YELLOW/ORANGE TECH. FOR SLANTING NT. YOU ARE SECOND MAN OUT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW. (IF STAY CALL IS MADE - STAY WITH NT). UNCOVERED - SET SHORT, TOWARD ON GUARD, RELEASE ON SECOND COUNT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW.

OFF GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED SET BLOCK MAN OVER YOU. UNCOVERED - SET FOR YELLOW/ORANGE. USE YELLOW/ORANGE RULES FOR PASS PRO. IF STAY CALL MADE - RELEASE ON SECOND COUNT - LEAD UPFIELD BLOCK FIRST MAN TO SHOW.

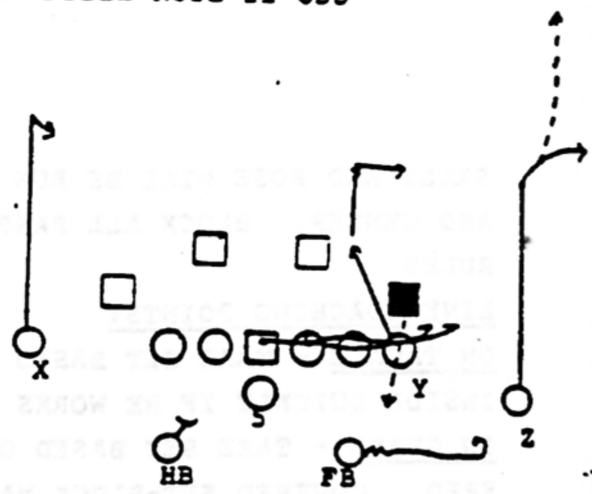
OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

Z HOOK



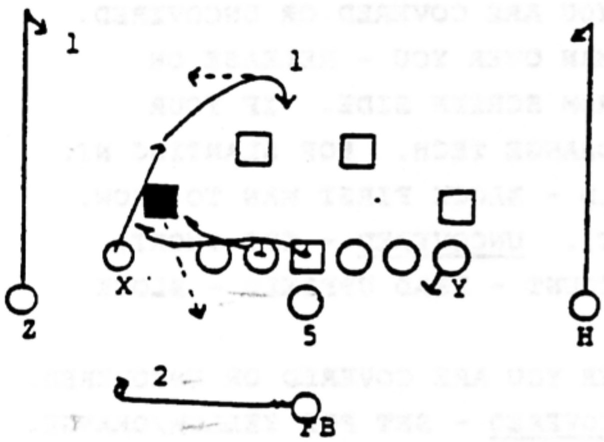

Duece RT H OPP Rose 22 Z Hook

AUDIBLE ROSE 22 ODD



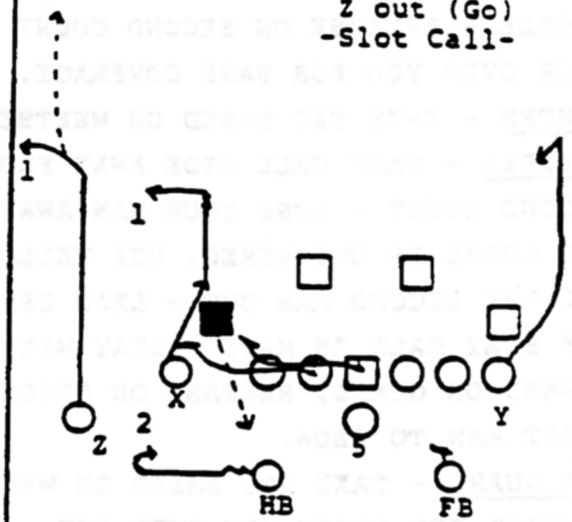

Red RT Rose 22 Z out (Go)

Z HOOK
-Flex Call-

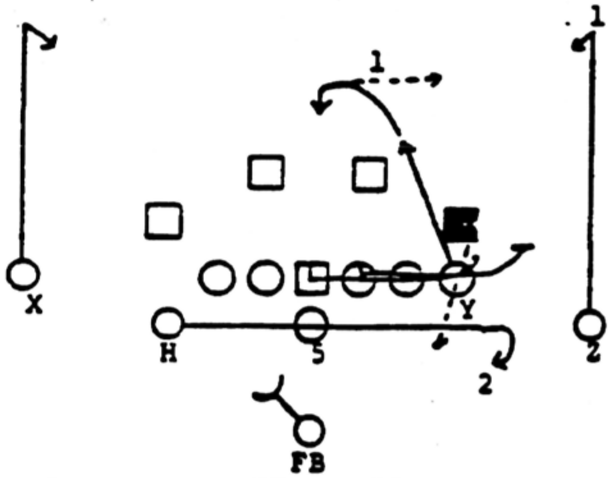



Flex RT Sally T (Twitch) 20 Z Hook

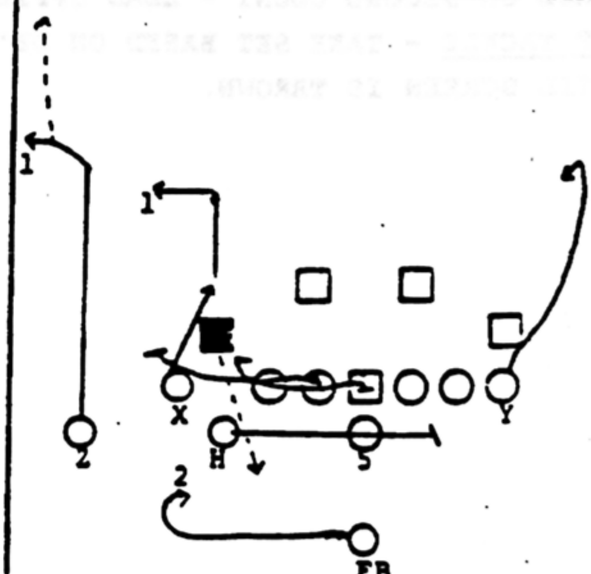
Z out (Go)
-Slot Call-




Red Rt Slot Sally 20 Z out (Go)



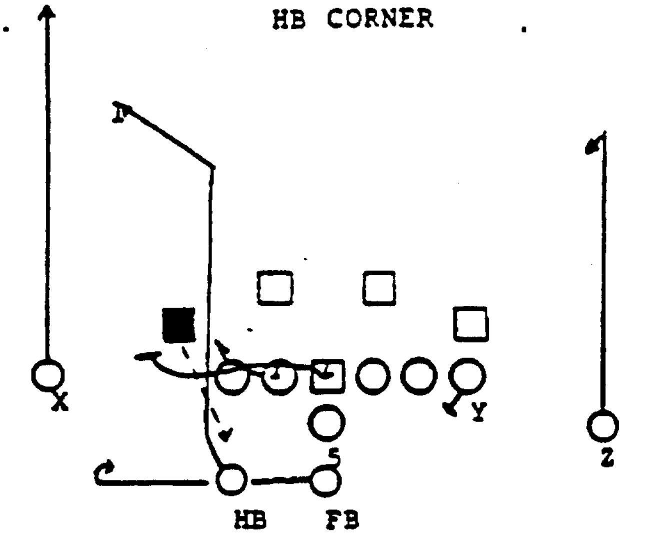

Trey Rt Opp Rose 22 X Hook




Flank RT H Opp Sally 20 Z out (Go)

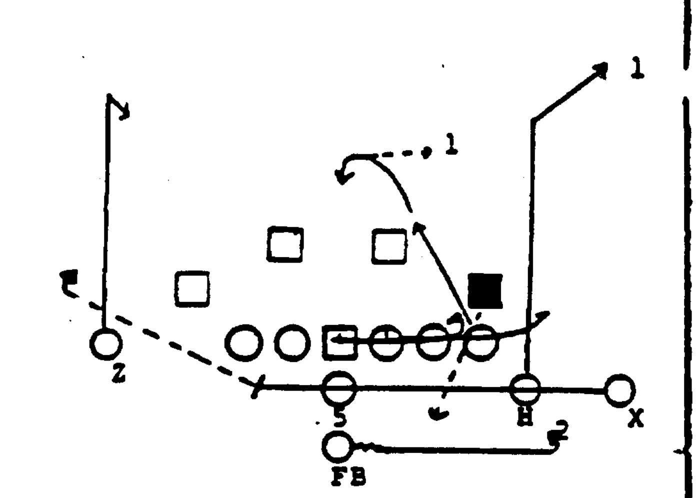
# SALLY ROSE

## HB CORNER

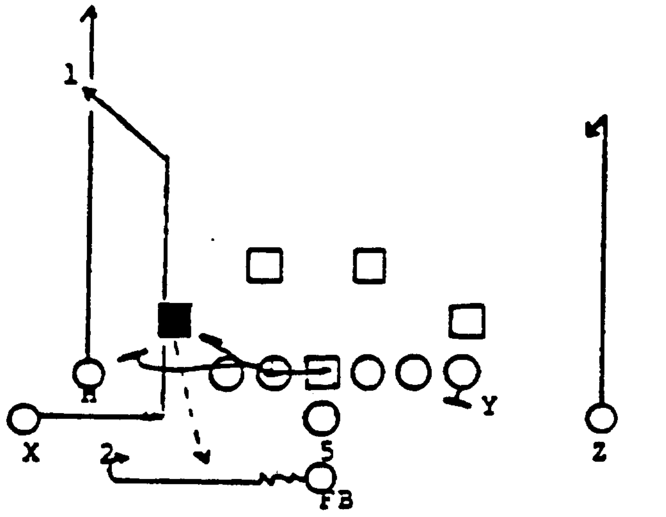



Brown Rt Sally 70 HB Corner

## 2. H CORNER

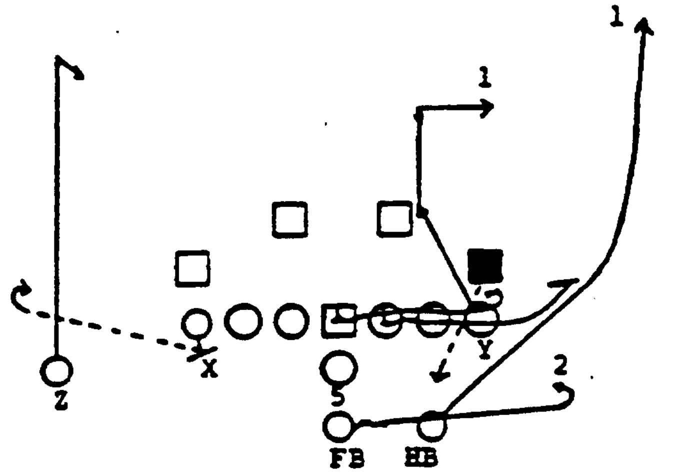



Flank RT X OPP Rose 82 H Corner



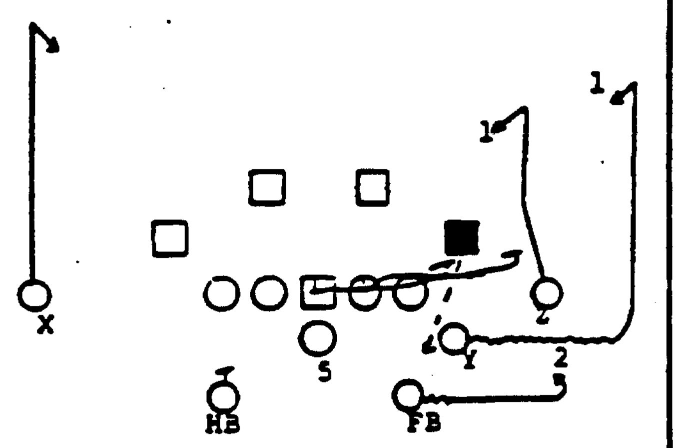

Duece RT Half X Thru Sally 70 X Corner

## 3.



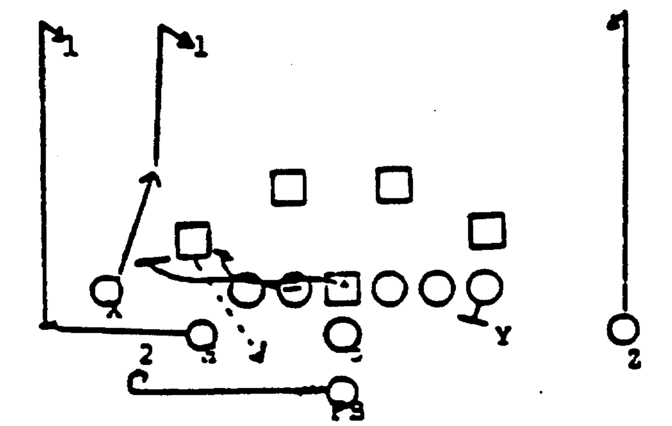

Blue Rt Slot TGT Rose 82 HB Swing

## Y Peel - Z Hook



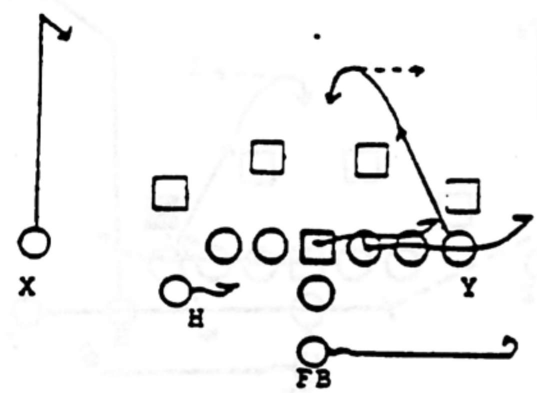

Red RT Y Peel Rose 22 Z Hook

## 1. H Peel X Hook

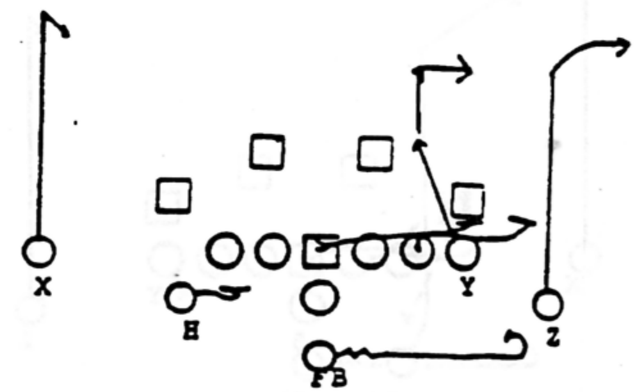



Duece RT H Peel Sally to X Hook

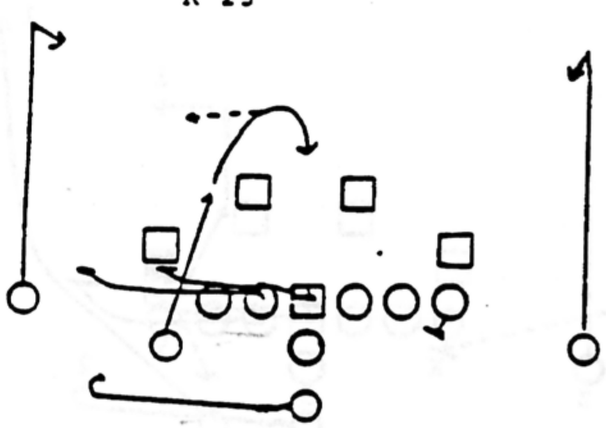
Huddle Call - Duece RT Rose 22 Z Hook CWM



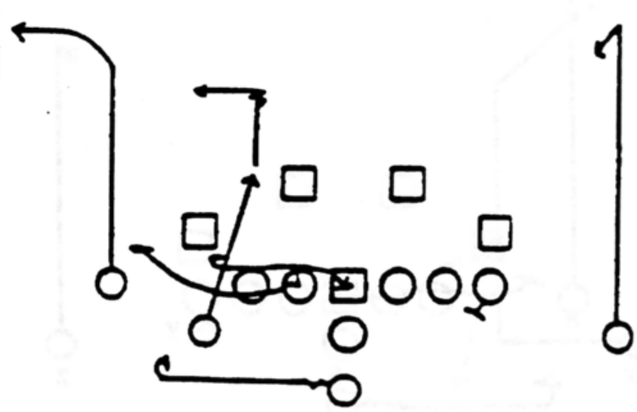

Huddle Call - Duece RT Rose 22 Z out CWM



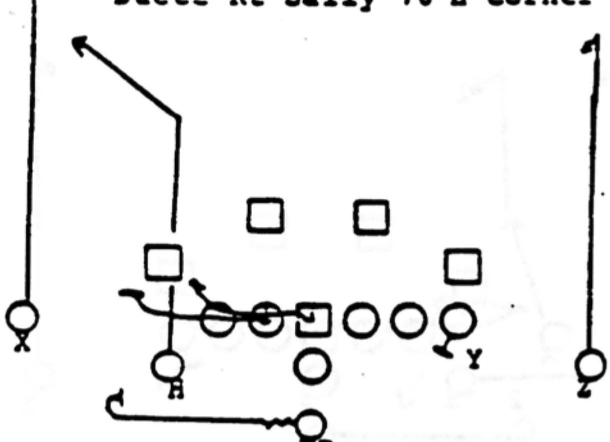

At the L.O.S. (QB Call - Sally K 23



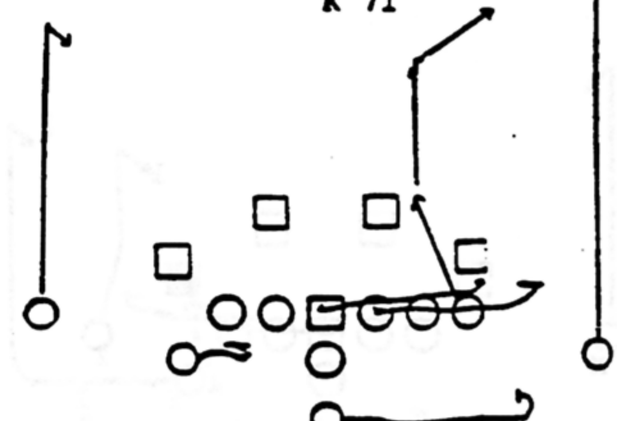
At the L.O.S. (QB Call - Sally K 23



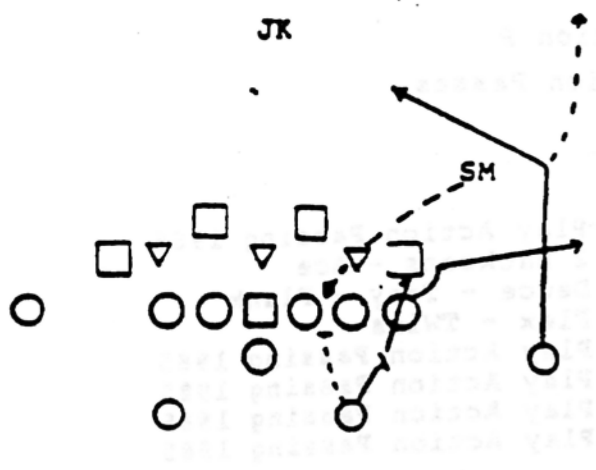
Huddle Call -
Duece Rt Sally 70 H Corner CWM




At the L.O.S. (QB Call Rose K 71

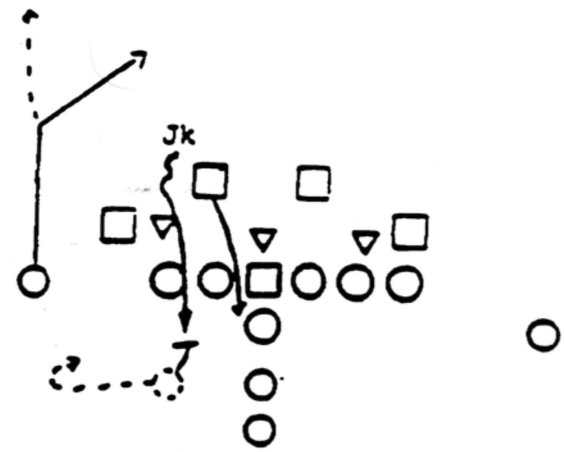


**Blitz 2 Rec Side**
**FLK - TE**




-Rose-

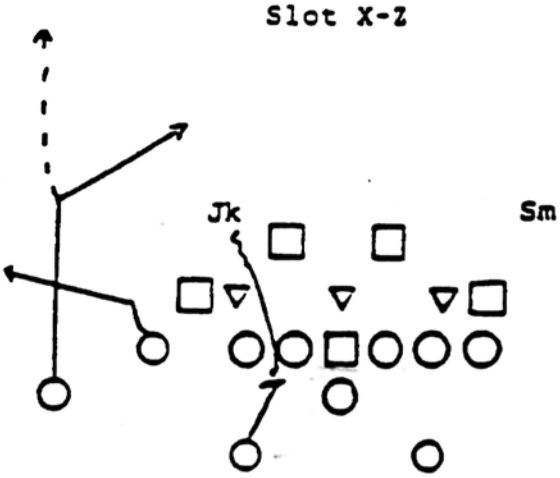
**Blitz 1 Rec Side**
**—— X vs Show**




Bk Shift up
vs. Show

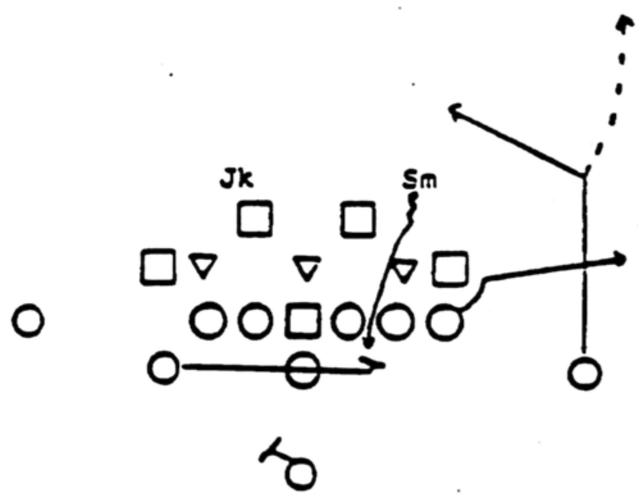
-Sally-

**Blitz 2 Rec Side**
**Slot X-Z**



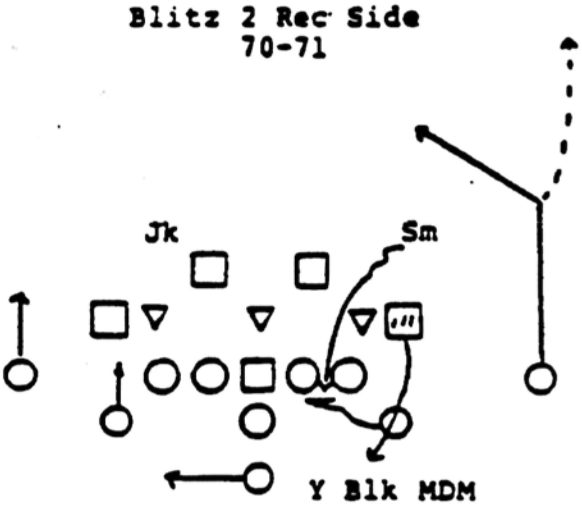

-Sally-

**Blitz H Opposite**



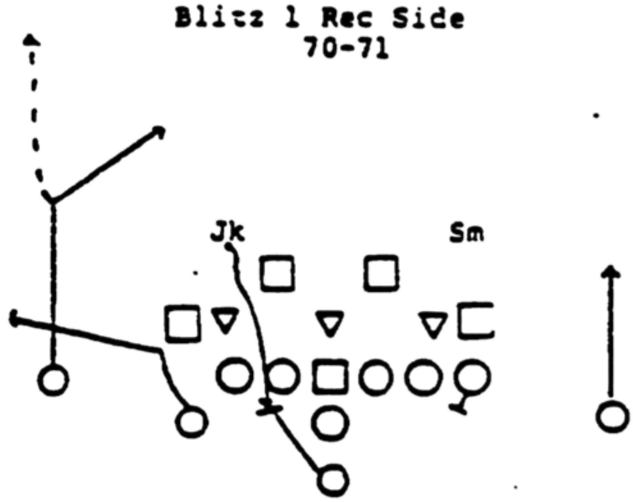

-Rose-

**Blitz 2 Rec Side**
**70-71**




-Sally 70-

**Blitz 1 Rec Side**
**70-71**




-Sallv /0-

Play Action Passing 1985
2 Backsets - Ace
Deuce - Trey - Flank
Flex - TWins
Play Action Passing 1985
Play Action Passing 1985
Play Action Passing 1985
Play Action Passing 1985

## Section Q

## Plus Territory

## PLUS TERRITORY ATTCK

DEFENSES HAVE TRADITIONALLY STARTED TO TAKE ON SPECIAL CHARACTERISTICS WHEN THE OFFENSE MOVES INTO THE PLUS AREA (PLUS BEGINS AT THE +20 OR WHEN THE DEFENSIVE LOOKS BEGIN TO CHANGE). SOME TEAMS GO INTO THESE DEFENSES OUTSIDE THE +20Y.L., WHEN THEY DO WE WILL ATTACK THEM ACCORDINGLY.

## PLUS 20 PHILOSOPHY

OUR BASIC PHILOSOPHY IS TO COME OUT OF HERE WITH A TD OR FG. IF THE DEFENSE IS PLAYING THE SAME COVERAGES AT THE +20 AS WE WERE FACING GETTING HERE THEN SOME OF OUR BASIC GAME PLAN PASSES SHOULD BE USED. IF OUR RUNNING GAME HAS BEEN INSTRUMENTAL IN GETTING US HERE WE SHOULD NOT NEGLECT THOSE TUNS IN THIS AREA.

1. GAME PLANS WILL DICTATE THE SPECIFIC APPROACH BASED UPON OUR OPPONENT.
2. GAME PLAN MAY DICTATE ON 1ST DOWN INSIDE THE +20 WE GO FOR THE TD.
3. IF NOT SUCCESSFUL, WE WILL GO FOR THE FIRST DOWN ON 2ND AND 3RD DOWNS.
4. ONE VERY IMPORTANT THING HERE IS TO KEEP THE PRESSURE ON THE DEFENSE.
5. WE CAN GO INTO A GAME WITH A BASIC THOUGHT AND CHANGE DUE TO THE CIRCUMSTANCES OF HOW THE GAME IS GOING.

ALERTS ARE:

1. ANTICIPATE THE DOG/BLITZ PERCENTAGE TO PICK UP!
2. BE MORE ALERT FOR SLIDE FORMS OF COVERAGE!
3. EXPECT BUMP & RUN COVERAGES INSIDE THE PLUS 10!
4. DON"T ALLOW CLOUD COVERAGE TO SURPRISE YOU!
5. DON"T EXPECT DEFENDERS TO GIVE YOU A BIG CUSHION!
6. ANTICIPATE A DEFENDER ATTEMPTING TO TAKE AWAY INSIDE CUTS!
7. BE ALERT FOR CHANGE UP ZONE COVERAGES!
8. DON"T TAKE A LOSS! NO SACKS! NO PENALTIES! NO MENTAL ERRORS!

WE WILL BREAK DOWN THE PLUS 20 INTO 3 AREAS:

+20 - 15
+14 - 9
9 IN

# PLUS TERRITORY 1985

| | |
|---|---|
| **Quick Passes** | |
| 120-121 | DBL QK Out--Audible 120-121 |
| 122-123 | DBL Slant--Audible 122-123 |
| 176-177 | DBL Slant/Slant(HB Shoot) |
| 126-127/174-175 | FB (H) Shoot |
| **Ball Control Passes** | |
| 20-21 | M DBL Out |
| 24-25 | HB Flat--Audible 24-25/HB Circle |
| 26-27 | Z Hook/FB Circle/H Post Y Choice |
| 74-75 | X Hook |
| **Downfield** | |
| 50-51 | Y Read |
| 52-53 | Baker DBL Corner |
| 56-57 | X Cross Post (Corner) |
| 70-71 | X Curl(Pivot)/HB Corner (X Drive) |
| 82-83 | HB Up/Z Pole/Z Read |
| **Underneath** | |
| 26-27 | Box DBL Comeback/Shoot Z Drive Y Post |
| **Delays** | |
| **Picks** | Drop Back/Sprint (Check Nickel) |
| **Play Action/Action** | |
| 331 | X Slant/Slant(Corner) |
| Run Pass 61/35 Tr | X Slant(Corner)/HB Seam/HB Shoot-Go |
| 314-315F | X(Y)Cross Post(Corner)/314-315 FB Cross Post (Corner) |
| 316-317 Power | X Cross Corner/FB Swing X Cross Post/Z Fast |
| 398-399F | Z Pole/X Corner/Slot-X Circle Out Z Smash |
| 564-565 | HB Corner/HB Shoot-Go/Y Pop |
| Waggle | FB(H)Flat/Y(H)Over/Y Cross Post/Z Fk Smash |
| Naked | FB(H)Shoot/Y(H) Over |
| Dart | Pivot Out/HB Corner Z Fk Smash |
| Sprint | Rub X Shoot/HB(H)Shoot/DBL Pick HB Shoot |

(Cont.)

PLUS TERRITORY 1985 (Cont.)

Nickel

| | |
|---|---|
| 122-123 | Slant |
| 224-225 | X Slant HB Under |
| 224-225 | Swing X ZIG |
| 226-227 | Swing Y ZIG |
| 224-225 | HB Shake |
| 224-225 | HB Cross-DBL Corner/HB Read |
| 56-57 | X Cross Post/Corner |
| 226-227 | Shoot Z Drive Y Post |

Delays

Picks

| | |
|---|---|
| Action | 608-609 Pivot Out/Z Fake Smash |
| Specials | Shovel Pass at 8/9 |
| | Run Pass 18-19 BIM HB Pass to QB |